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AMIGA FORMAT

ISSUE 54 ■ CHRISTMAS 1993 ■ £3.95

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AF 54a

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SuperJam!

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XAP

A strange and great new game from Cas Prince

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Yet another great PD shoot-em-up written in Blitz Basic 2

Includes Blitz source code!

AF 54b

Cannon Soccer

All Amigas

Sensible Soccer versus Cannon Fodder in this crazy Christmas combination from the inimitable Sensible Software



REVIEWED: Frontier – Elite II, Alien Breed 2, Cannon Fodder, Hired Guns, Settlers, F117A

PIRACY: Crime & punishment

WISH LISTS: Top programmers

Future Publishing



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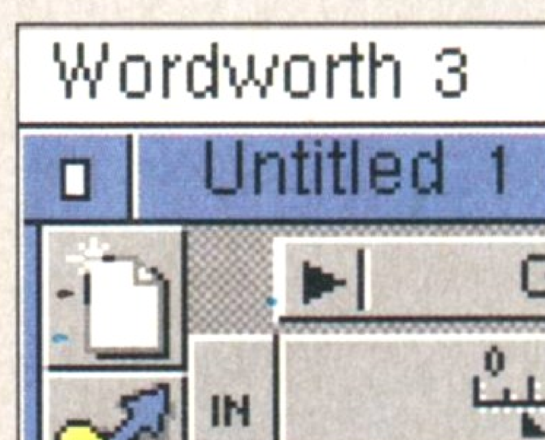
OCEAN SOFTWARE LIMITED . 2 CASTLE STREET . CASTLEFIELD . MANCHESTER . M3 4LZ TELEPHONE: 061 832 6633 . FAX: 061 834 0650

Well here it is, merry Christmas, everybody sing along... with our fabulous *SuperJam!* Coverdisk that is! Welcome to the biggest, most packed issue of the year. Here's what's in it...

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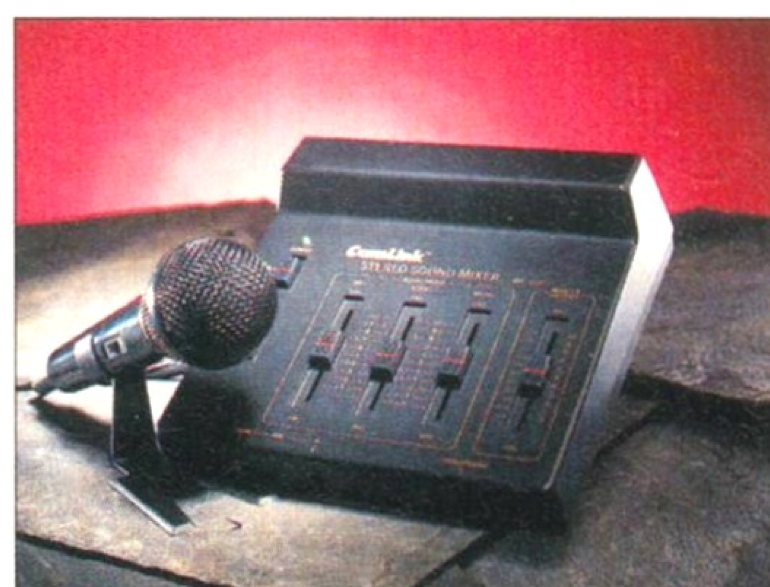
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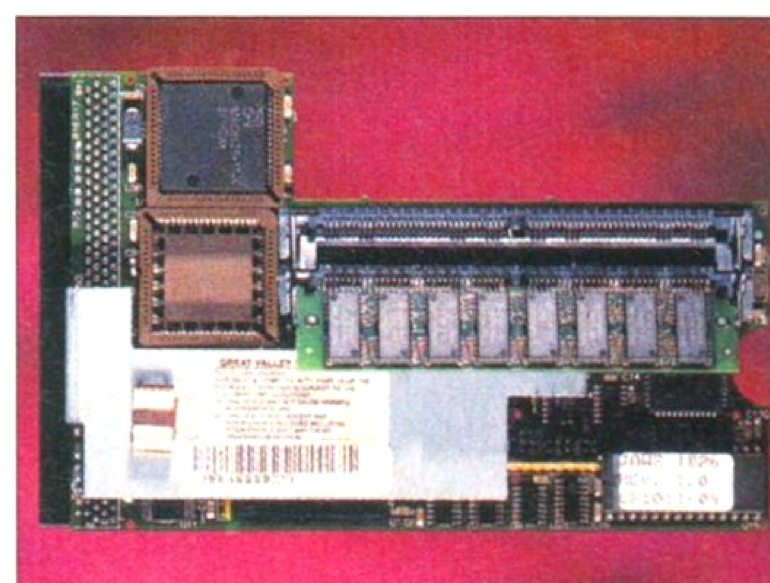
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This may look like a boring piece of circuitry, but it makes your A1200 fast. p 190


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Christmas number one. 50
The *AF* team make our predictions for the Xmas top spot.

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Is it just another *Lemmings* rip off, or is *Settlers* bring you gameplaying relief – fast!

On this month's Coverdisks



FOR FULL LOADING INSTRUCTIONS SEE PAGE 7

FOR FULL INSTRUCTIONS SEE PAGE 8

FOR FULL INSTRUCTIONS SEE PAGE 12





It's an age since Hired Guns appeared on our cover disk. Now it's here, was it worth the wait?

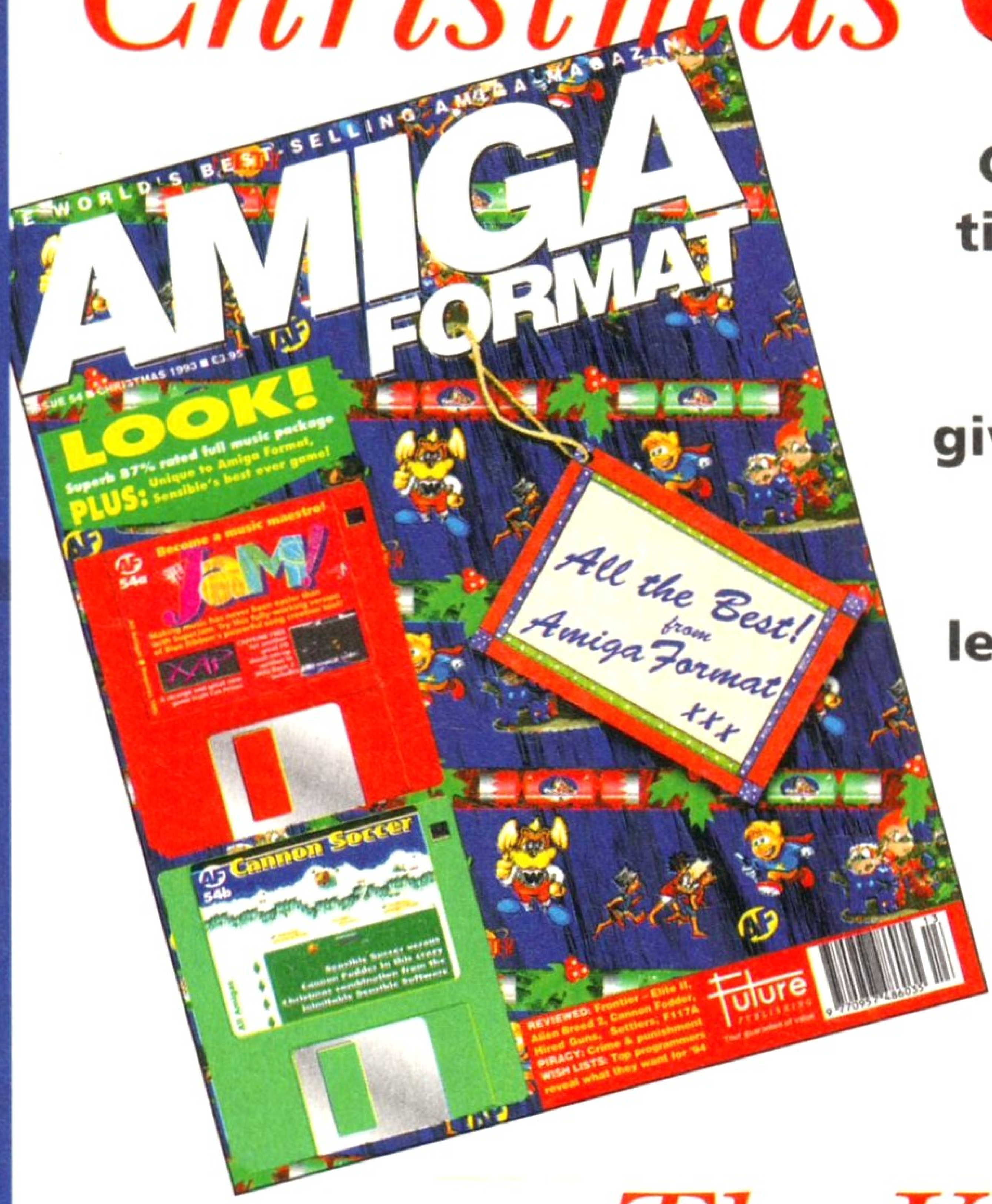
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The Star newspaper wouldn't know a good game if we hit them with one. But does *Cannon Fodder* fall into this category?

Christmas CAPERS



Christmas is a very special time of the year. It's a time of peace and goodwill among men. A time of giving presents and, best of all, a time of receiving them. We've asked the leading lights of the Amiga scene what they'd like to find in their stockings.

page 26

PIRACY *The Kiss of Death!*

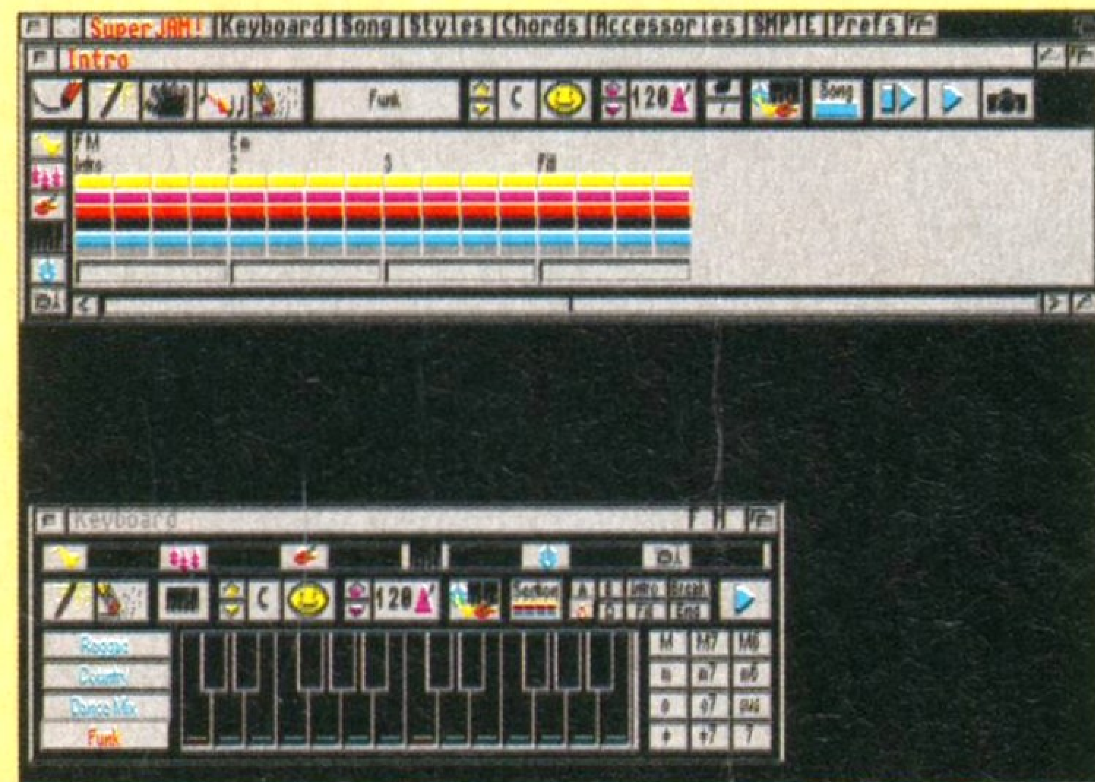
We let those who practice it, those who try and prevent it, and those who suffer from it have their say. page 43

WIN! *A Cool Car*

Read and use this month's *Imagine* tutorial, and you could win yourself one of 20 remote control cars. page 122

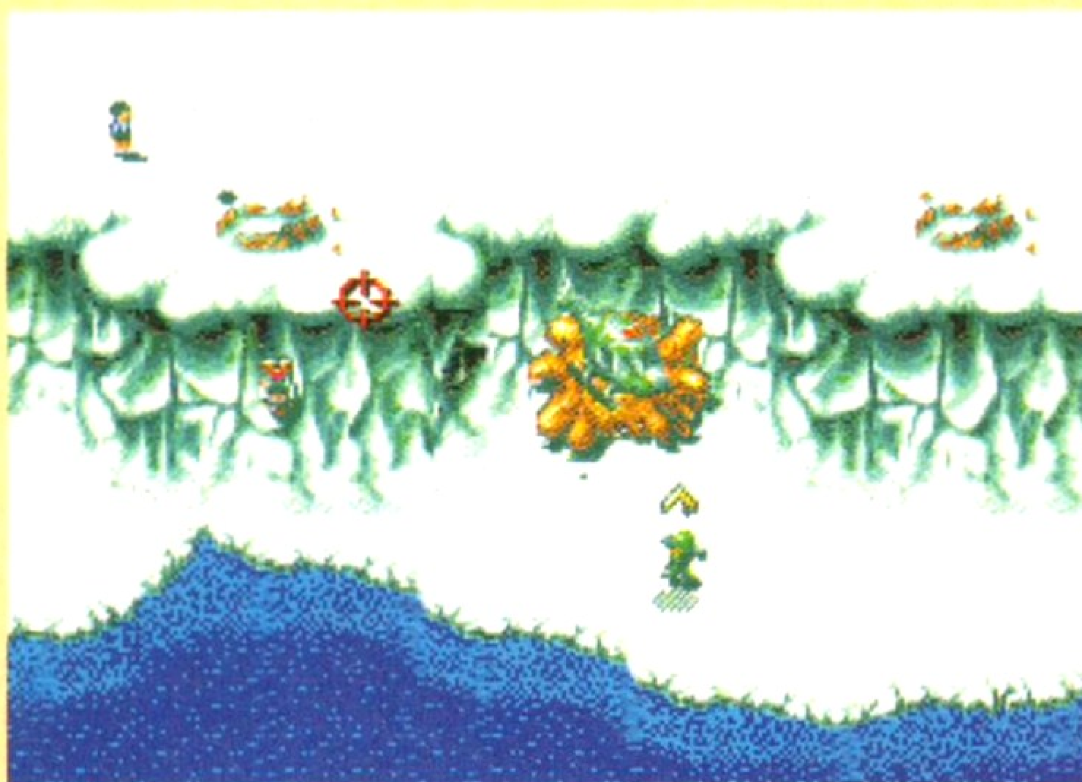
BUILD YOUR OWN *A4000*

The A4000 is a mean machine, but not everyone can afford one we show you how you can get A4000 power from your existing machine. page 162



SuperJam!

Creating computer music isn't always a simple task for the uninitiated. Imagine a program that lets you choose some instruments, pick a style and just jam away. That program is *SuperJam*, and it's on this month's Coverdisk.



Cannon Soccer

Last year's biggest game (see page 50) and what is destined to be one of next year's get together in one crazy Christmas demo. First polish off the *Sensible Soccer* players, then get your guns and complete another mission of *Cannon Fodder*.



Caffeine Free shoot-em-up

Another great blaster written in *Blitz Basic 2*. This gravity-defying shoot-em-up includes full source code.



Xap

A demo of this highly original, totally bizarre and completely compelling shareware game from Cas Prince.

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The Hunt for Red October	Was £49.99	£19.99
Super Mario All Stars		£49.99
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SN Propad	Was £17.99	£12.99

YES! IT'S NES!

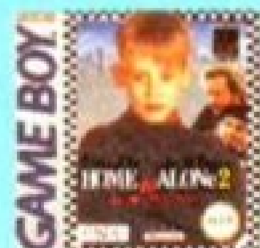
Nintendo



James Bond Jr	Was £39.99	£9.99
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Jurassic Park		£29.99

YOUR KIND OF GAME BOYZ!

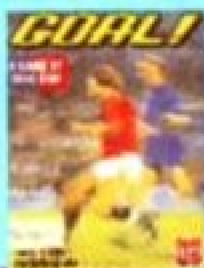
GAME BOY



Home Alone 2 - Lost in New York	Was £24.99	£9.99
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HASTA LA VISTA AMIGA AMIGOS!

AMIGA



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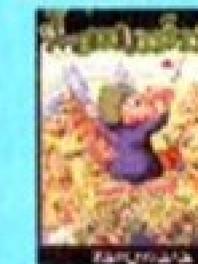
GAME GEAR



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COVER DISKS

A seasonal offering of software stunners adorn this month's cover. Battle through the three games and then annoy Granny with *SuperJAM!*

GETTING STARTED



Before you do anything else you should be aware that this month's Coverdisk will not boot directly, so you will have to boot up from your normal Workbench disk first. Then simply insert your Coverdisk and you are away.

The Coverdisk also makes use of a library called explode.library. If you do not have this on your Workbench disk, you will have to copy it across. To do this simply open a Workbench Shell and type:

```
copy   AF54a:libs/explode.library   libs:
```

You will have to swap disks a few times and then the operation will be complete.



Disk 54b is autobooting, so if you want to play this special demo of Sensible's best shoot-em-up, just stick disk 54b into your drive and turn the machine on, or perform a soft reset.

For more details on how to play the *Cannon Fodder* demo, turn to page 12...

ON THIS MONTH'S Coverdisk 54a you will find a grand total of four things to play around with – just like Xmas morning. First up is the top-notch music package *SuperJAM!*.

Don't worry if you have no musical knowledge at all: even if you can't tell a metronome from a garden gnome, you'll be able to create wonderful sounds with this excellent package from the world-renowned Blue Ribbon Soundworks!

This full disk is stored on the Coverdisk in compacted format. To decompress the disk you must open the disk window and then double-click on the *SuperJam!* disk's icon. You may be asked to insert Workbench again – don't worry.

When the compressed file is copied to RAM, the decompression utility will ask you to insert a blank disk into DF0:, the internal disk drive. Do this and then press Return. After a while your *SuperJAM!* disk will be created.

To use your *SuperJAM!* disk, you will have to boot from your Workbench disk again.

Also on the disk you will find two more compacted files which will decompress on to whole disks. One of these is *XAP*, an excellent and original game which pits your craft against alien blobby things bent on destruction. Decompress this disk in the same way as the *SuperJAM!* disk above.

The last compressed file on the Coverdisk is for a disk containing the source for this month's *Blitz Basic* column and another excellent game, coded entirely in *Blitz*. Finally, we have also included a drawer on this disk called 'Textures', with extra textures for use with *Imagine*.

1 MEG IMAGINE USERS

Due to circumstances beyond our intelligence, there were a couple of errors in the Preferences set-up details in last month's Coverdisk pages.

Any of you who tried the Preference fixes only to be thwarted when trying to quickrender the image, please accept our apologies and make the following corrections to the type-in.

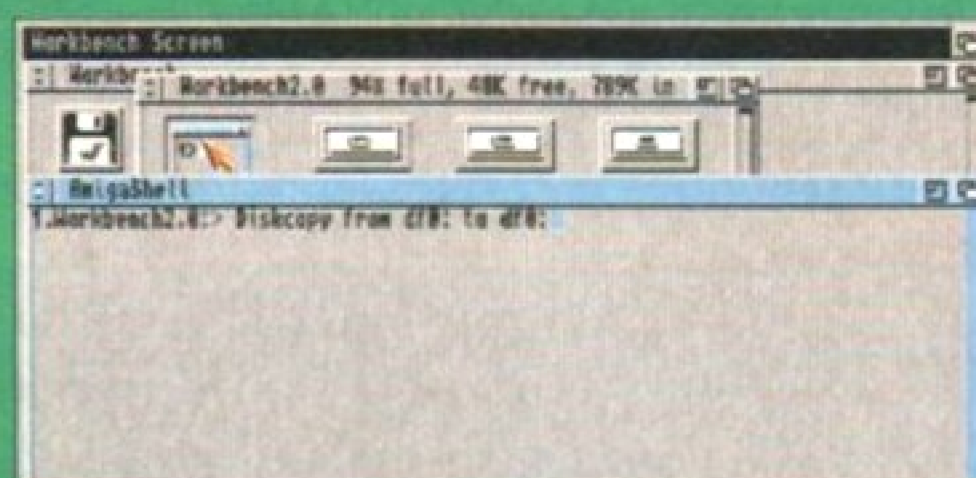
The Quickrender preset should indeed be lo-res, but it should appear as "Lores" and not "LORES" in the Preferences listing. The second error is the output file format, which should remain unchanged as "RGBN-12 bit" or can be changed to "IFF" for a non-Impulse format file.

Backing up your disk

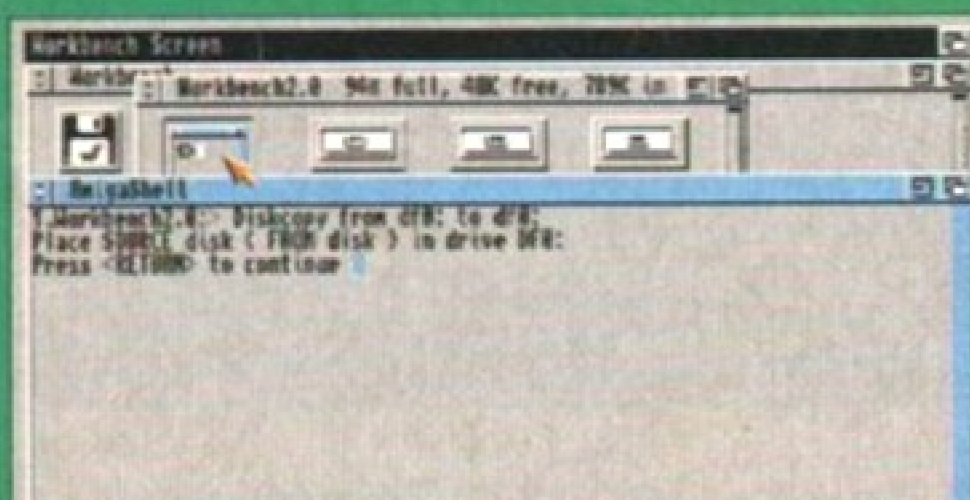
There are two ways of making a copy of your disk, and this is the easy one. Don't be daunted by the fact that you need to use the Shell or CLI: it's actually a lot easier than you might think. Just follow these simple steps...



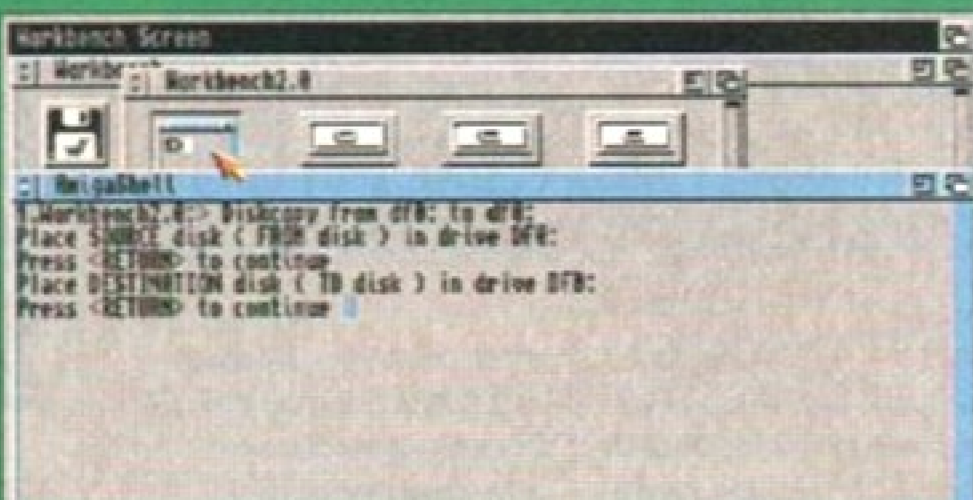
1 Load your Workbench disk. Open the disk, find the icon that says Shell or CLI and double-click on it.



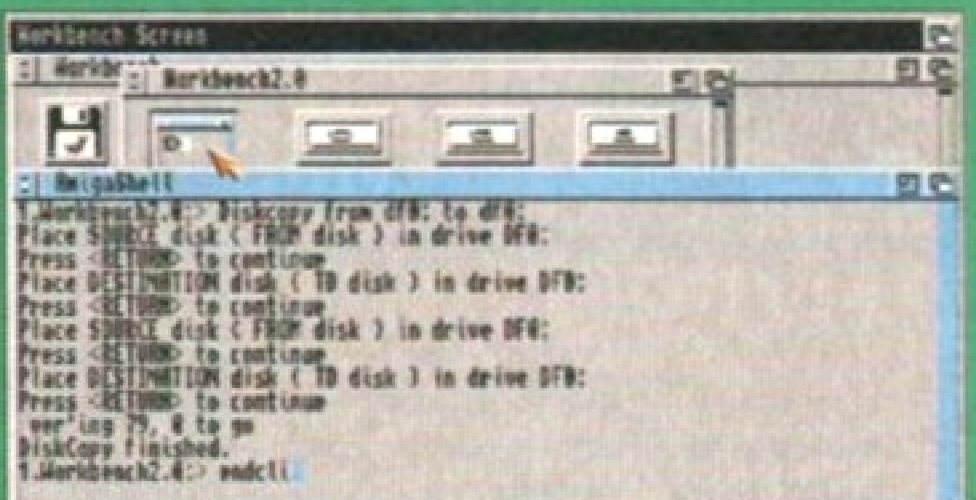
2 When the Shell window appears and the drive light is out, type in (DF0 as in Zero, not DFO as in Oops):
Diskcopy from DF0: to DF0:
and press the Return key.



3 The Amiga will now ask you to insert the 'source' disk. It means the disk you want to copy, so put the Coverdisk in the drive and press the Return key.



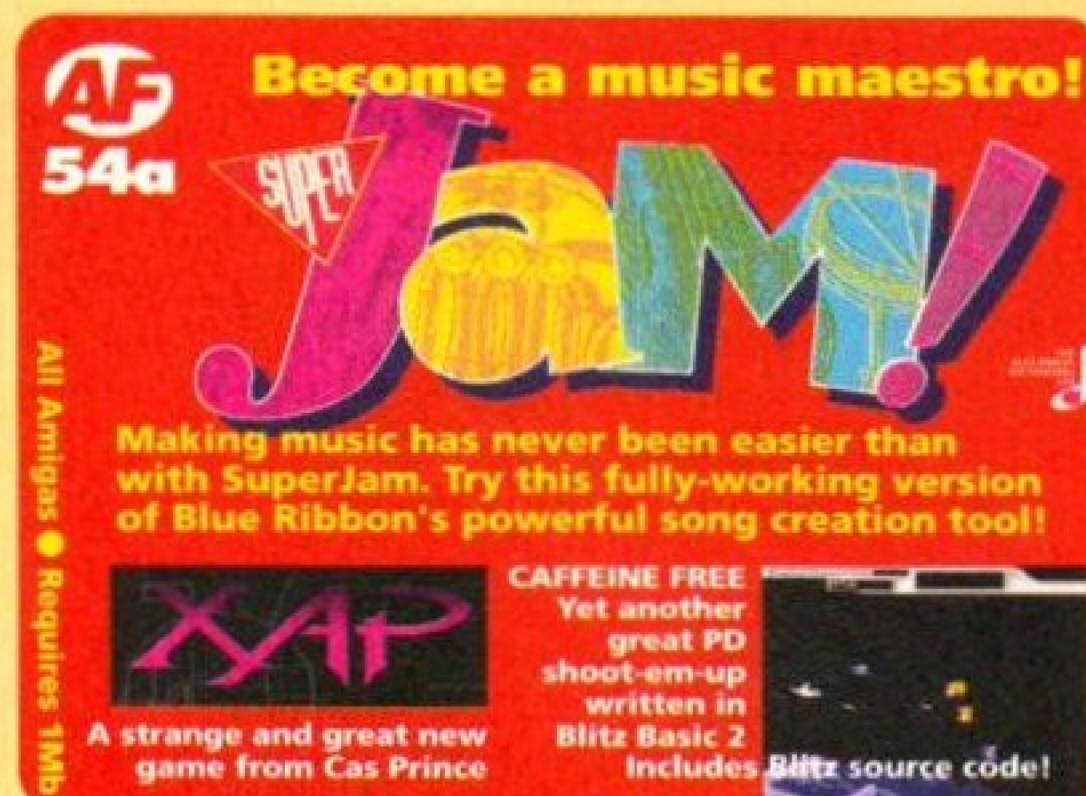
4 Wait for a while and it will read all the information off the Coverdisk, telling you how far it has got. Then it will ask you to insert the 'Destination' disk. Put the disk you want to copy your Coverdisk on to, in the drive and press the Return key. Note that the disk does not need to be formatted already.



5 Put the source disk and destination disk in a couple more times when the Amiga asks for them. When it says "Diskcopy Finished" just type in:
endcli
to get out of the Shell or CLI. You may have to put the Workbench disk in again. Now your copy is ready!

SUPERJAM

If you want to create music in a certain style, then we've just given you the tools. SuperJAM is a style-based composition program. Here's the lowdown on how the various elements work.



SO YOU WANT to make music, huh? What kind of music? No problem, just jam some chords and we'll do the rest.

Wouldn't it be nice if this was the case – someone else doing the work of composing while all you do is just come up with the idea for the tune? *SuperJAM!* enables you to do just that. You can compose in any style just by jamming along and saving out the results. You can even create your own styles and variations.

Over the next few pages, we will have a look at the main editing areas of *SuperJAM!* so that you know exactly what does what. And as you get used to the program, you will find new avenues to explore, and with the knowledge gleaned from the more basic sections, you will be making music in next to no time.

Load up, take this tour through the windows, then start experimenting. After all, the best way to get the most out of this program is just to jam.

THE QUICK STRIP



This holds all the main options and editing areas. Just click on an option to call up the window. Here is a list of what the buttons access:

SUPERJAM!
Gives you access to the filing options, creating a new song, displaying the info window or quitting the program.

KEYBOARD
Calls up the keyboard control window, which is at the heart of the SuperJAM! system.

SONG
Displays the song creation window. This is where you arrange all your sections into a complete song sequence.

STYLES
Pulls up a window containing the available styles. Click on a style to select it.

CHORDS
Calls up an edit window for you to create your own chords.

ACCESSORIES
A window containing extra items, such as the facility to link to Bars & Pipes or ARexx.

SMPTE
Calls up a SMPTE clock for using with tape synchronisers (don't worry too much about this because most people haven't got these).

PREFS
Calls up the preferences window.

THE EDIT WINDOWS
These are the guts of the system. Through the windows you can create, edit, play and structure songs and sections. The windows act like those in Workbench, with a close gadget, front and back buttons, a resize gadget and a drag bar. The title bar also shows the main window to which the edit area is linked.

THE KEYBOARD WINDOW

This is the main control area for SuperJAM! From here you can call up styles, play chords and melodies and access all the detailed editing windows. The menu bar (accessed using the right mouse button) enables you to load and save data, reset the settings, store defaults and select what chords to play.

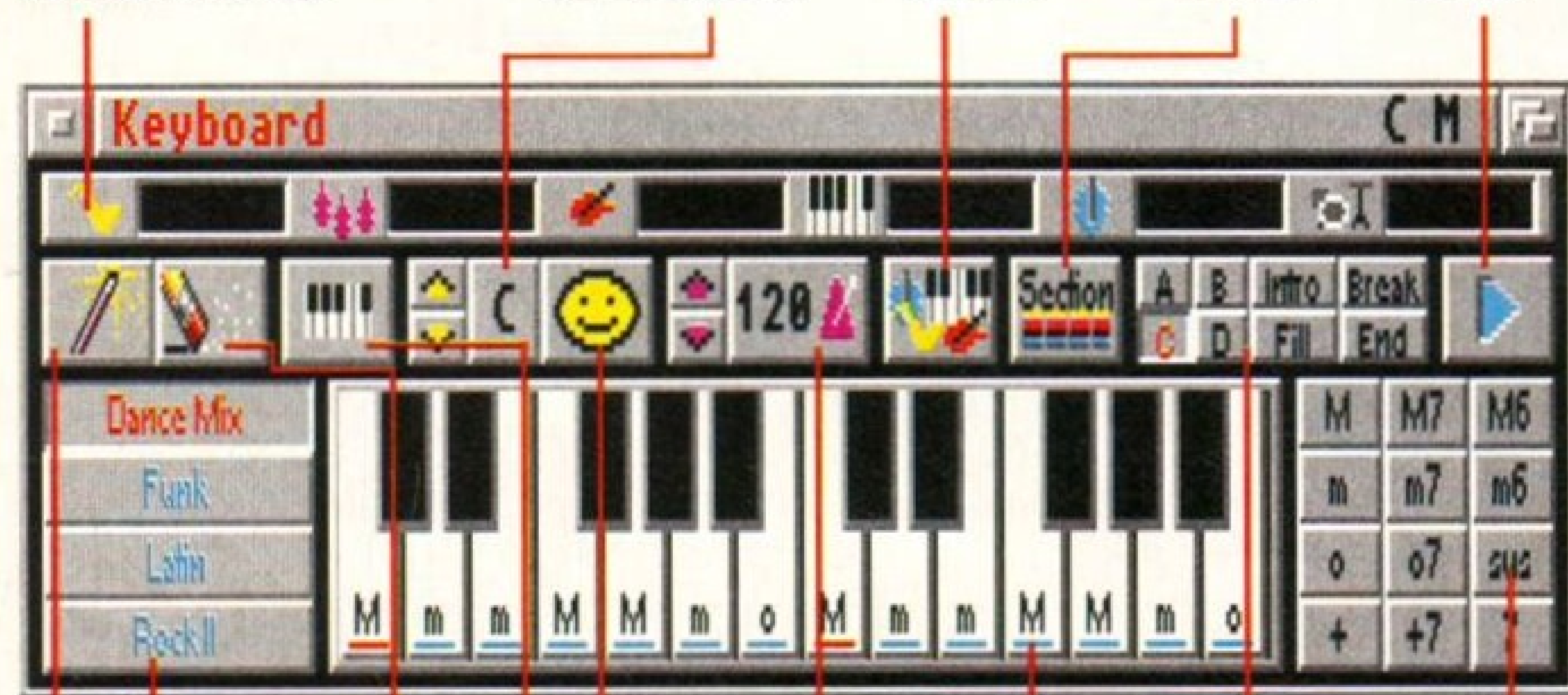
INSTRUMENT METERS – The instrument meters are useful for showing LED-type bars to display the level of a given instrument's activity.

KEY – Use the up and down arrows to change the key to be played in. The default key is C).

BAND - Call up the band instrumentation window with this.

SECTION - Used to call up the section editor window.

PLAY - Click to play and click again to stop.



STYLE SELECTORS - Use these to play and compose in the chosen style.

ERASER - Use this to delete information with the mouse.

FACE - A happy face means you will play in a major chord; a sad face means minor chords.

KEYBOARD - Click on the keyboard with the pointer and the note (or chord) will play. If you are creating a section or sequence, this will be recorded.

CHORD BOX - To play a particular chord in the key selected on the keyboard, click on the requisite type in this box.

MAGIC WAND - Select this to edit existing values.

PIANO - This toggles between Piano (play chords) or Sax (play a solo melody).

TEMPO - Adjust the tempo with the up and down arrows (default is 120 bpm).

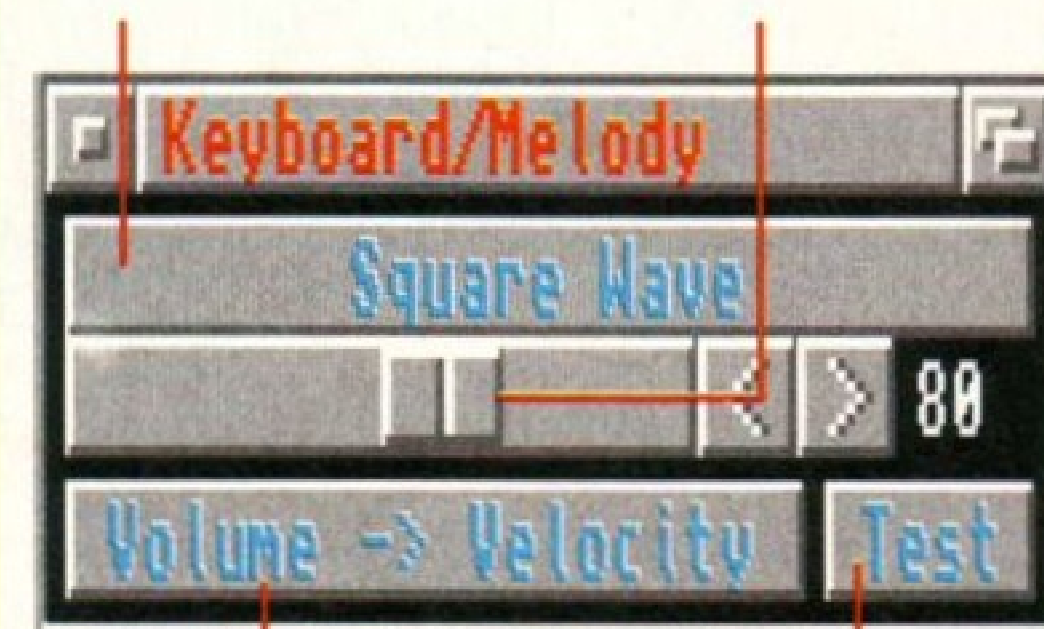
EMBELLISHMENTS - Add one of four grooves (A, B, C or D), a fill, a break, an intro or an end as you play.

MIDI INSTRUMENT EDIT WINDOW

This is where MIDI sounds are selected to play back as a member of the 'band'. Instrument set-ups for a number of synths can be loaded, or you can create your own synth and save it.

INSTRUMENT NAME - If a MIDI device map is loaded, this enables you to select an instrument from a list of sounds, rather than by selecting a number.

PROGRAM NUMBER SLIDER - Slide the box or use the up/down arrows to call up a new instrument.



VOLUME -> VELOCITY - Turn this on and the different volumes the band playback will be triggered on your MIDI instrument as different velocities.

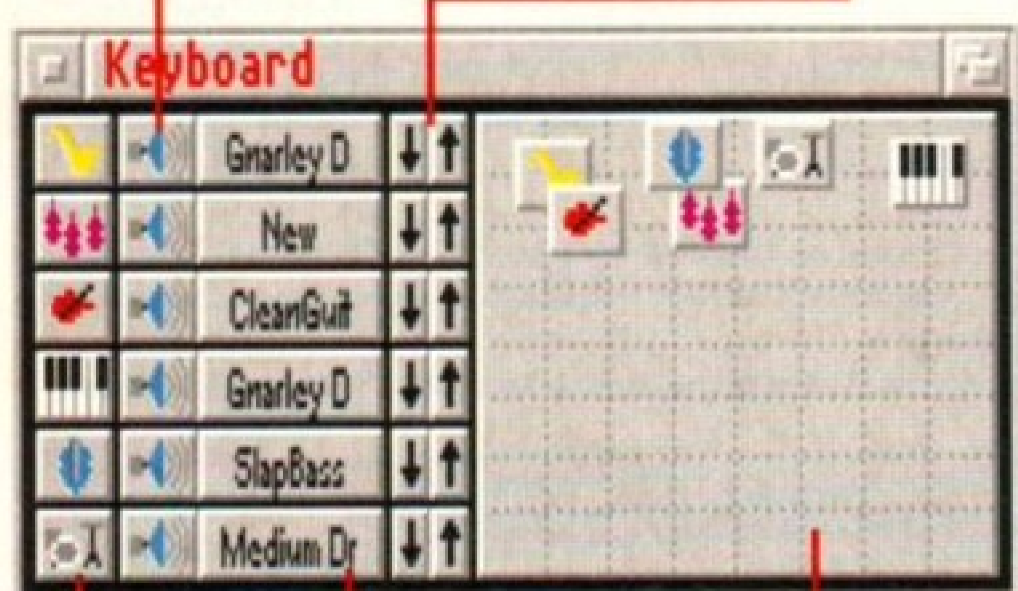
TEST - Plays a MIDI note to test a sound.

BAND INSTRUMENTATION WINDOW

This is where you choose instruments for your band to play. Holding the right button allows access to menu functions such as Load and Save Bands and Drum Maps.

OUTPUT SELECT - Chooses whether to play back Amiga samples or via MIDI. When MIDI is selected, the instrument name is replaced by a MIDI channel number (click on this to choose a different channel) and program number.

OCTAVE SHIFT - Use this to play in a higher or lower octave.



INSTRUMENT NAME - Shows the currently selected sample or MIDI instrument. Click on the sample name to select a new sound from a menu.

MIXING GRID - Used to alter the level and panning of an instrument in the mix. Each icon represents the band instrument with the same symbol. The vertical position is the volume and the horizontal position is the pan point.

INSTRUMENT SELECT BUTTONS
Click on this to call up the Sample Edit or MIDI Instrument Edit windows (depending on the output selected).

SAMPLE EDIT WINDOW

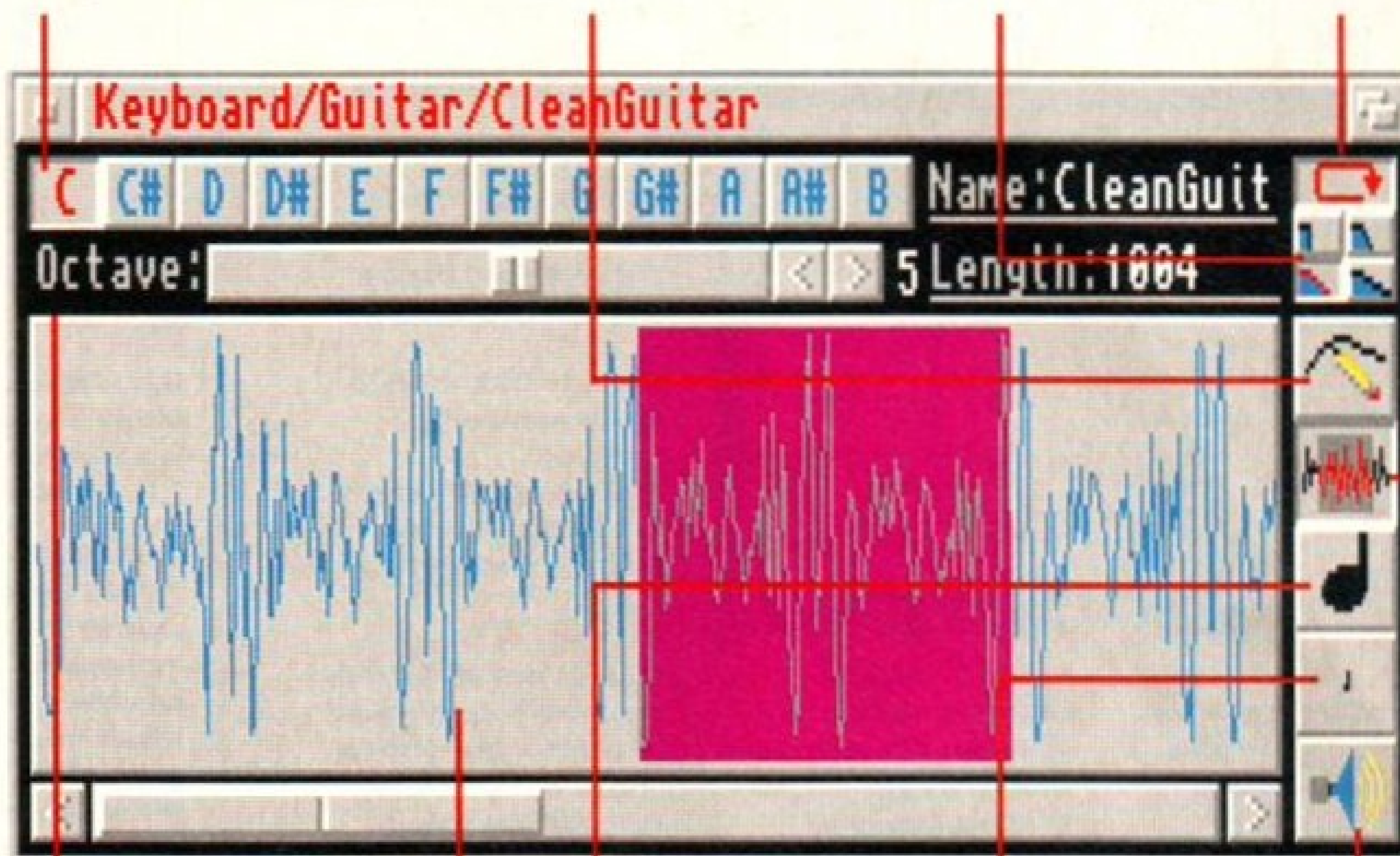
This is where samples are assigned and edited. Using Blue Ribbon's Turbosounds system, you can play back more than the usual four notes at once, but the quality does suffer. Using the pull down menus, you can carry out most of the edits possible in a sample editing package.

NOTE BUTTONS - Click on this to assign a sample to a note. You can actually assign a different sample to every note in an octave.

FREEHAND EDIT - Click on this then use the pencil to draw in section of the waveform on the fly. Useful for editing out clicks.

DECAY BUTTONS - Set the type of decay to play at the end of a looped sound.

LOOP BUTTON - Turns loop mode on or off. Remember to set your loop points before you loop a sound.



OCTAVE - Slide this to select an octave. It doesn't tune the sample, but assigns the octave where the sample belongs.

ZOOM IN - Expands the waveform in the display.

ZOOM OUT - Shrinks the waveform in the display.

TEST SOUND - Plays back the sample.

WAVEFORM DISPLAY - Shows the sample waveform for editing. Use the slider to show different parts of the waveform.

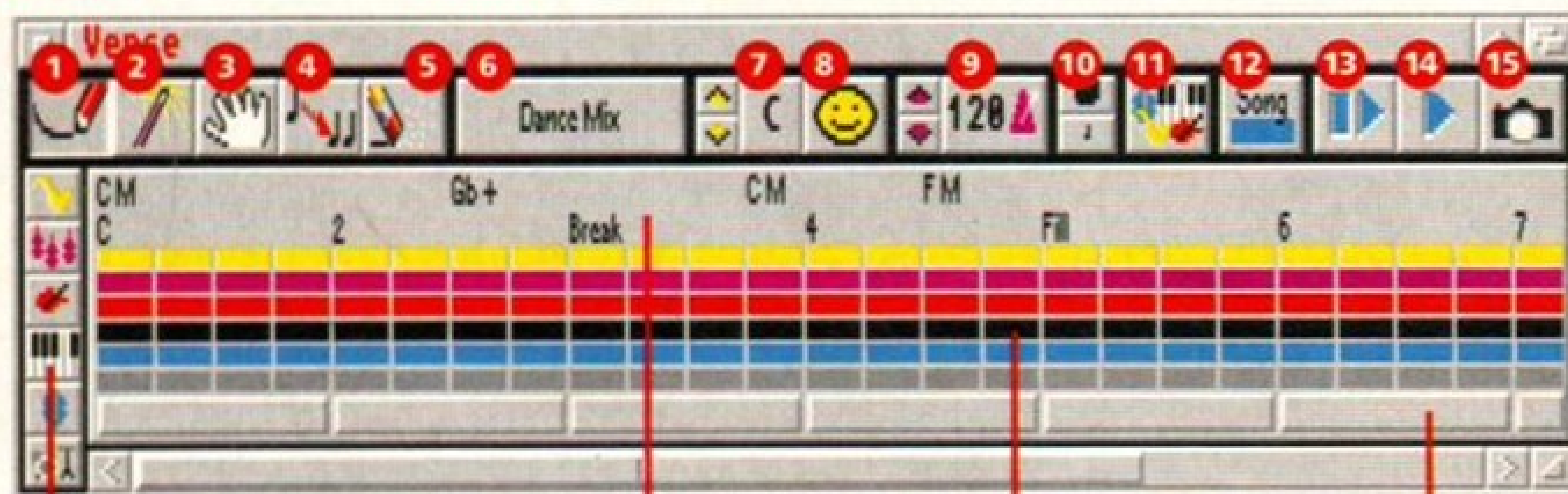
REGION EDIT - Selecting this enables you to mark out areas for carrying out edits via the pull-down menus.

SECTION EDIT WINDOW

Clicking on this icon in the Keyboard window calls up the section editor. Before you can create a section, you have to enter a name for the section and set its length in bars. Once this is done the window appears. Using the pull-down menus, you can load and save sections, alter the length, edit snapshots and alter preferences. They're a bit complex, but you'll get the hang of them.

You can enter chords into a section as it plays by playing them on the Keyboard window (see Keyboard window for more on this) or by clicking on the display with the pencil. To enter chords with the mouse, select Pencil and click on the grey area above the measure numbers. This will bring up a window for you to enter the required chord on a mini-keyboard. If auto octave or auto chord aren't selected, you'll have to choose them from a menu to enter a chord.

1 PENCIL - Enables you to enter data using the mouse.
2 WAND - Click on data already entered to change the values.
3 HAND - Use this to grab data entered and move it.
4 DUPLICATOR - Works like the Hand, except it copies the data.
5 ERASER - Used to remove data with the mouse.
6 STYLE - Each section can have its own style. Click to call up a menu to select a new style.
7 KEY - Use the arrows to play the section in a new key.
8 FACE - Make it happy to play in a major scale or sad in minor.
9 TEMPO - Adjust the tempo for a particular section here.
10 ZOOM IN/OUT - Expand or contract the bar display.
11 BAND - Each section can have an individual band. Use this to call up the Band Instrumentation window.
12 SONG - Use this to call up the Song Edit window, where all the sections are formed into a complete song.
13 PLAY FROM BEGINNING - Click and the section will play from the start.
14 PLAY - Click on this to play, then click again to stop.
15 SNAPSHOT - Clicking this stores the most recent version of the section.



INSTRUMENT SNAPSHOT EDIT - Click on an instrument's icon to call up the Snapshot window for that instrument, where precise edits can be made to sections saved using the Snapshot feature.

DATA AREA - This grey area is where chords and fill data are entered with the mouse.

SECTION BLOCKS - These show the playback status of each instrument in a section. Click on blocks to mute or unmute them. Any blocks surrounded by a box are muted.

LOCK BARS - If you like certain bars of a section, but not others, you can lock the ones you want to keep using them.

SONG EDIT WINDOW

This is where you construct your sections into a finished song. Use the pull-down menus to load and save songs and enter the Section Editor for the currently selected section.

PLAY FROM BEGINNING - Plays a song from the start.

PLAY - Click here to play a song from where you stopped. Click again to stop playing.

PENCIL - Use this to add new sections to a song.

MEASURE INDICATOR - Shows the current position of the song (in bars).

RECORD - By selecting this and pressing Play, any melody line you record using the keyboard window will be recorded as part of the song.



ERASER - Used to remove sections from a song.

DUPLICATOR - Select this then drag a section (like using the hand) to copy a section to another part of the song.

WAND - Select this then click on a section to bring up the section editor.

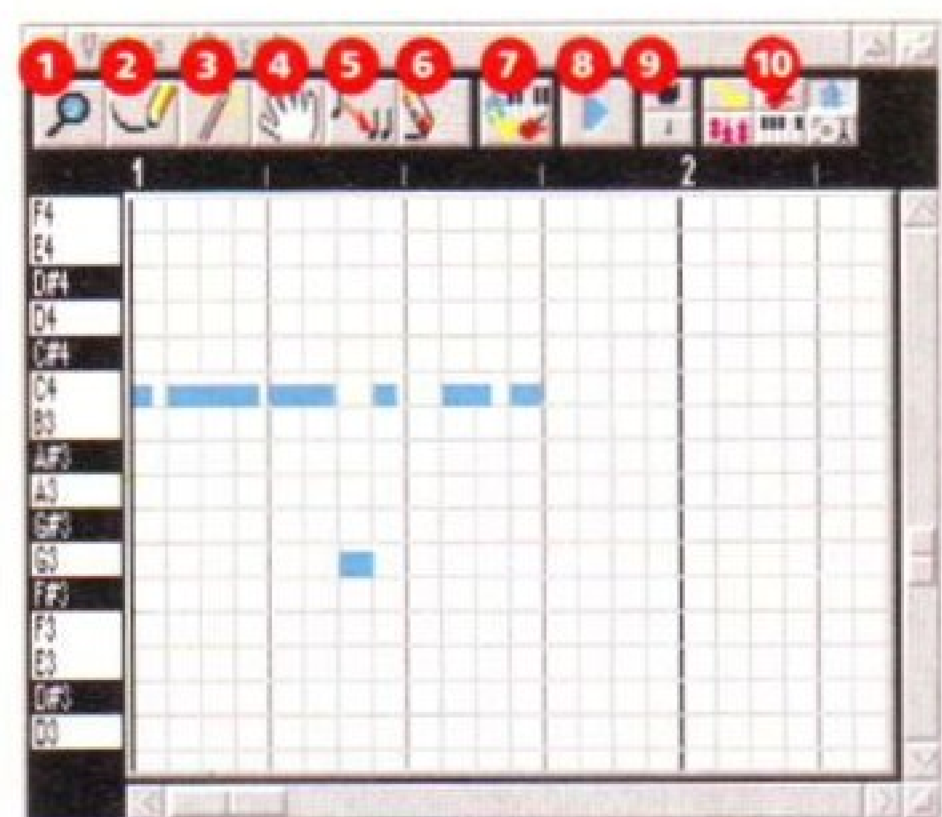
HAND - Use this to move sections around within a song.

SONG EDITING AREA - This is where the sections are created, displayed and moved about.

THE SNAPSHOT GRID

This is where the sequences created in the Section Editor are stored. Here you can edit the various instrument parts of sections as though using a standard sequencer. You can even paste in sections from Bars & Pipes Professional using the special Clipboard feature.

Note that when you edit drums, the drum sounds are listed on the left, rather than piano-roll notes. You can edit the sounds for a particular key by clicking on Edit and selecting a new sound on the window that pops up.



1 GLASS - This calls up a window for precise editing of the values for a single selected note, including the time, range, velocity and duration.

2 PENCIL - Used for adding new notes to the grid.

3 WAND - Used to change the length and dynamics of a note. Just click on a note and drag to affect changes.

4 HAND - Drag notes to another position on the grid using this.

5 DUPLICATOR - Used to copy notes and drag them elsewhere.

6 ERASER - Used to delete notes from the grid.

7 BAND - Calls up the Band Instrumentation window – just in case you want a new sound.

8 PLAY - Click to play, click again to stop.

9 ZOOM IN/OUT - Zoom in to the grid or pull back for a wider view.

10 OTHER PLAYERS - Click on one of these to open the Snapshot Grid of another instrument. This will close the current window unless Multiple Grids is selected in the Preferences menu.

STYLE EDIT WINDOW

By double clicking on a style or selecting New from the pull-down menu in the Style window, you can create and edit playing styles. By selecting a pattern then an instrument, you open the Pattern Grid for editing a pattern in the style. The patterns for a style are listed in the Pattern Panel to the left of the window.

Following the pattern names are the length (in bars) and some specialist settings. These are (from left to right): W – use pattern on measures with chord only



INSTRUMENTS - Click on these to edit the pattern details for that particular instrument.

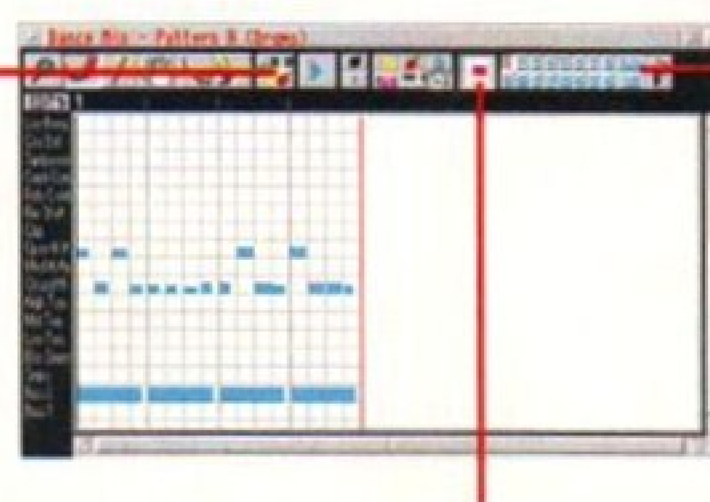
NAME - Type in the name of your pattern here.

USAGE BUTTONS - These set (in order), W, H, Q, I, F, B and E on the Pattern Window.

PATTERN GRID

This is where patterns are created and edited for use in a style. When you first create a pattern in a style, you have to enter the root chord, scale and chord type in a window before you start.

The editor works pretty much the same as the Snapshot Grid, with a few



VARIATION CHOICE - This calls up the Variations window, which enables you to limit the variations introduced in a pattern. It takes a fair bit of musical knowledge, though.

VARIATIONS - Each pattern can have 16 variations. Click on a variation to edit that particular one. Use Solo to select just one or All to select all of them.

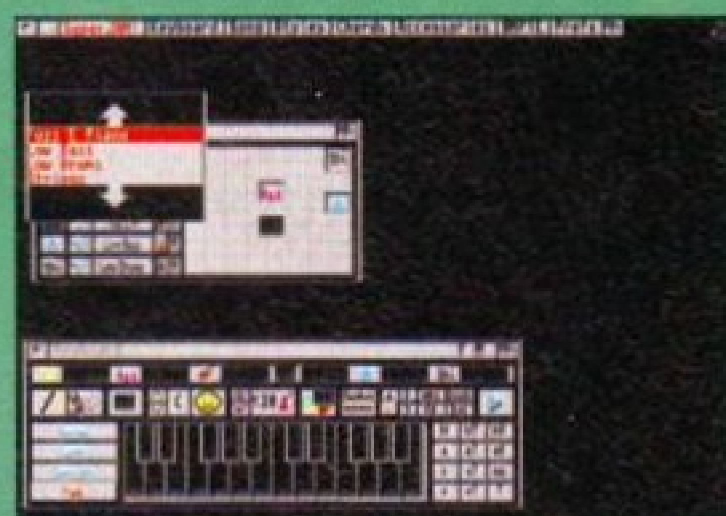
THE 'PURPLEIZER' - When your style starts to 'improvise', it can get out of hand. Select this then apply it to notes to get them to play no matter what the variations tell the pattern to

Building a song in SuperJAM

The SuperJAM structure enables you to work in just about any way you wish. On the other hand you can just get straight in and jam along. Here's the basic method for putting together a track.



1 Load up the program until the black screen with the menu strip and Keyboard window appears. Move the sax-shaped pointer to the SuperJAM! menu, hold the left button and select New. This should make sure that everything's nice and blank to start with.



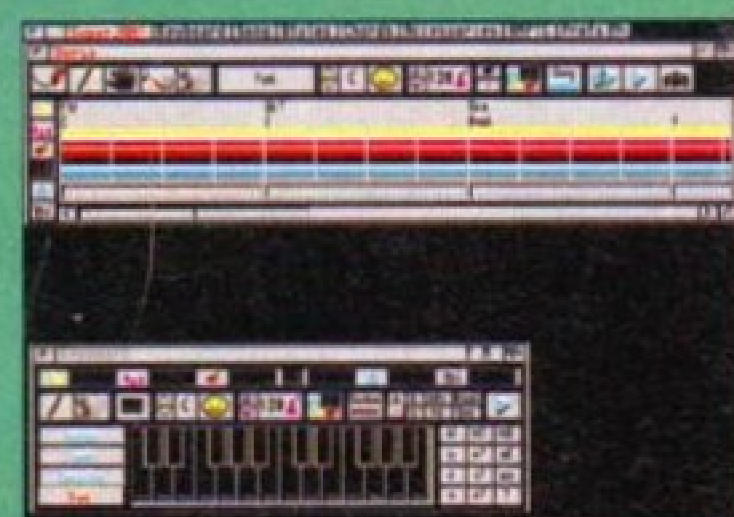
2 Click on the Band icon (the one with the little instruments on) and select some sounds for your band. This is done by clicking on the individual instrument pictures to the left of the box and selecting a sound from the menu. Once you've got some decent sounds, close the box.



3 Jam along on the keyboard window until you think you've found a nifty tune (click the piano icon to play a solo and mess choose styles on the left until you're happy). To start making a song, click on Section, enter the name Intro and set it to about four bars in length.



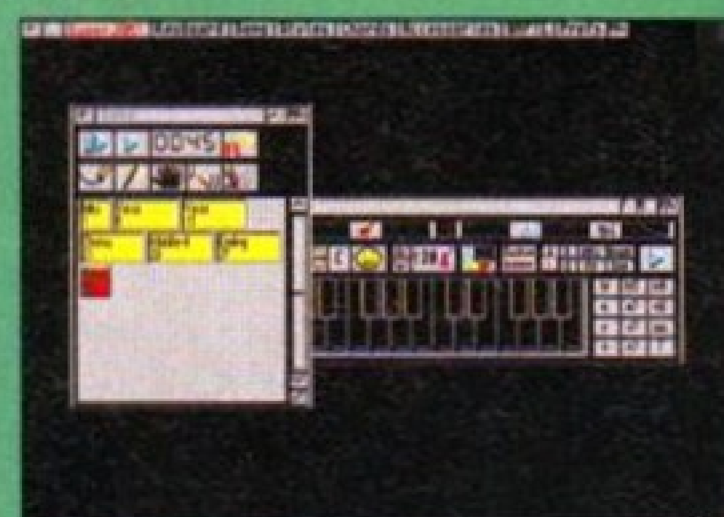
4 Using the mouse, put in your newly thought-of chord sequence at the top of the grey strip. Move slightly below this (level with the numbers) and place a Fill on bar 1 and a Break on bar 3. That should give you a respectable intro (if your chords sound all right).



5 Click the Snapshot icon and play through to store the intro, then close the Section window. Use the same basic method to create a verse section, remembering to name it Verse and set the length to eight bars. Use the same techniques to build up a verse.



6 If there are any portions that sound awful, Snapshot the section (see last step) then click the icon of the instrument you want to edit. Use the Hand (move), Pencil (add), Wand (edit) and Duplicator (copy) to make any changes on the grid. Close when you're happy.



7 Repeat these processes to create a Chorus, Middle-eight and a climactic ending, then go to the Song window by clicking on Song in the Quick Strip. The above window should appear. Now you can move sections around, copy them or delete them to arrange the song.



8 Once you've arranged the song to your satisfaction, save it out (just in case). Click on the record (R) button, then click on Play. You can now jam along on the Keyboard window to add a melody line to your song. Once it's finished, save out your completed masterpiece.

Power Computing's latest 32-bit memory expansion for the Amiga 1200 is now available. The PC1208 combines exceptional value with incredible features. The original PC1204 4MB 32-bit memory expansion is still available, and is exceptional value.

Simm Technology - The PC1208 uses the latest industry standard 32-bit SIMM technology which allows you to use 1MB, 2MB, 4MB and 8MB modules.

Zero Wait State - The PC1208 never leaves the processor waiting around for data, Meaning your Amiga 1200 will run at its maximum speed. Simply adding either a PC1204 or PC1208 to your Amiga 1200 will increase its processing speed by 219%.

Real-Time Battery Backed Clock - Allows files to be date-stamped with the correct time and date so that you know exactly when they were created.

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The PC1204 & PC1208 Memory Expansion for the Commodore Amiga 1200.



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External XL Drive £79.95
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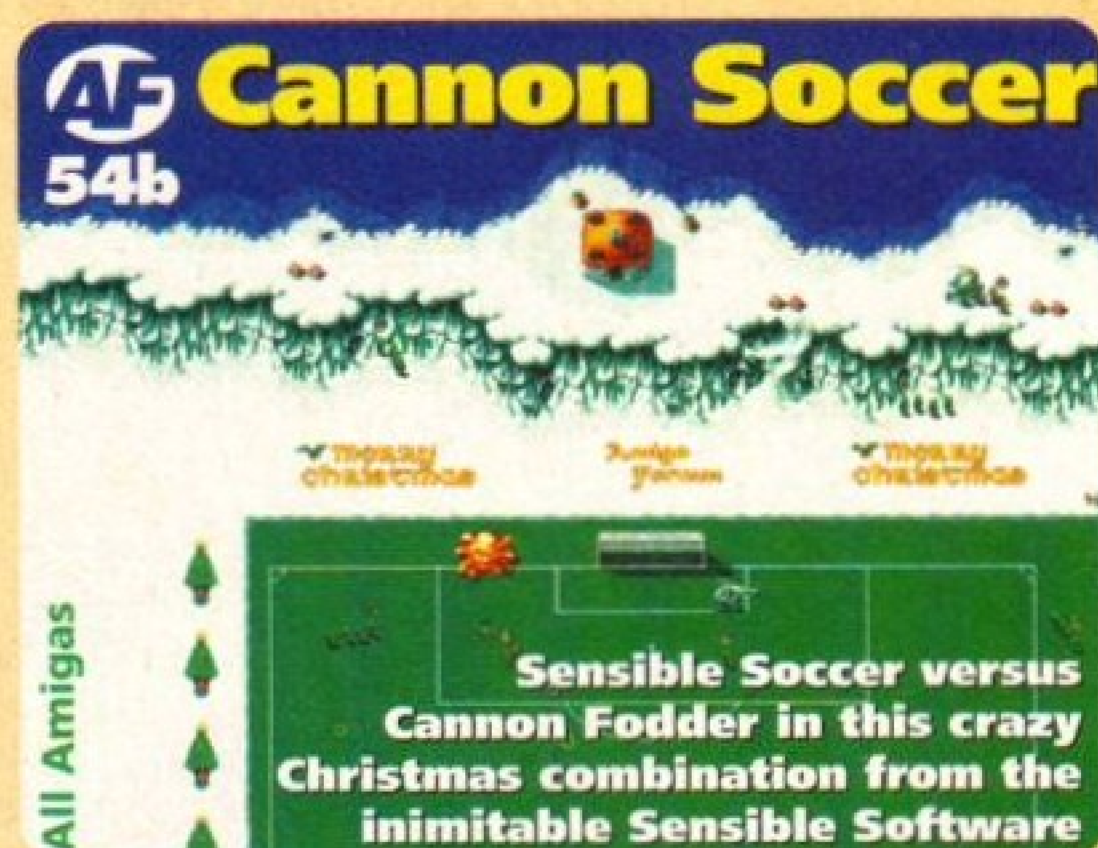
*Requires Kickstart 2 or above. **Requires Workbench 2.1 or above.

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CANNON SOCCER



There is snow in the air and the land is filled with the spirit of Christmas as *Sensible Soccer* and *Cannon Fodder* characters celebrate the brotherhood of man. Well, actually, they try to kill each other, but it was a nice thought for a moment.

DISK NOT WORKING?

We have duplicated over 560,000 disks this month and out of all those, sadly a few will be faulty. If your disk is faulty or any of the programs on it will not load or run properly, there may be a problem. Don't panic!

However, if your Coverdisk is in fact faulty, you should send it back INCLUDING A STAMPED, ADDRESSED ENVELOPE for a free replacement within one month of the cover date to:

Amiga Format Christmas Disk
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Units 2&3 Omega Technical Centre,
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NN11 5RT

HO! HO! HO! What greater fun could you have this Yuletide season than trolling around two mind-mangling and totally exclusive levels of Sensible Software's latest violently strategic outing, *Cannon Fodder*? We couldn't think of anything more warmingly seasonal than pressing a mouse button to unleash fiery death on several blood-lusting enemy monsters, so here's the plot…

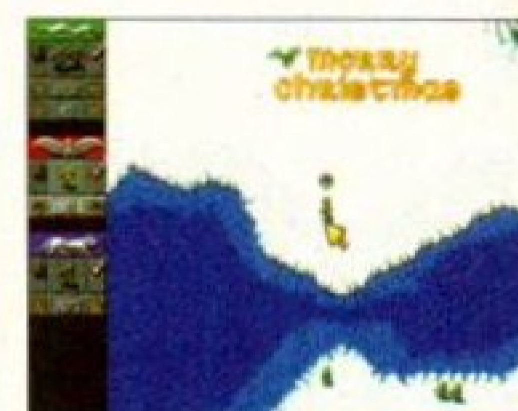
You are in command of four likely-looking troopers. Your task is to destroy everything in sight – buildings, helicopters, people – in order to clear these two snowily wonderful, seasonally-adjusted levels of the enemy scum that infests them.

Couldn't be easier. Well, it could. It could be a great deal easier. In fact, most of the games you've ever seen are a great deal simpler than this. But boy oh boy, is it fun! Read the following instructions carefully before ploughing straight in, or you'll be sorry. And a big "Bah! Humbug!" to all of you…

GAGGLES OF GROUPS



Now here's a handy tip. Just because you've got four soldiers in one group doesn't mean that you can't split them up and deploy them over the terrain. All you need do is click on one or two of the names in the top left panel so that it is highlighted. Then click on the badge over the names (the snake, the bird, the panther). This will then split your troops. You are in control of the lighter coloured box. While you're away, the other troops will stay where they are and look after themselves. To rejoin the whole squad, simply move one of the sections into the other. This is a useful tactic for exploring – sending one chap is better than wasting the entire group.



HOW TO MOVE ABOUT... AND KILL THINGS...

Cannon Fodder is entirely mouse-controlled – this gives it the really easy control system that you now see displayed here.



RIGHT BUTTON: fire guns. Spray fire by moving the mouse around.

LEFT BUTTON: walk – keep the mouse pointer as far ahead as you can, the guys will follow it. You can also pick up rockets and grenades by leading your men to them and then clicking on the object with the Left Button held down.

HOLD DOWN RIGHT BUTTON AND THEN PRESS LEFT BUTTON to throw grenades or fire rockets. Make sure to position the sight over the target and away from yourself.

[P] KEY pauses the game. Which can be useful to give yourself a chance to think and work out just what's going on.

THINGS YOU SHOULD KNOW ABOUT

Below are just a few of the elements that you will chance upon as you wend your merry way through the snowy landscapes and winter wonderlands that your commanding officer has decided should be the place of your ultimate victory or doom…



1 This is a 'friendly' gun – well, it's not manned by the bad guys, anyway. This means that you can climb into it and start shooting by laying into the right mouse button with a vengeance.

2 This is an enemy gun emplacement. You can tell this by the red light on top (as well as the chappie standing next to it). Don't try to get into this one – just blow it up with a grenade or a rocket.

3 That will leave it looking like this.

4 An enemy chopper. Once again the red light on the top tells you what you need to know – as if the fact that it will be raining bombs on your head won't give you a hint or two. Avoid it at all costs.

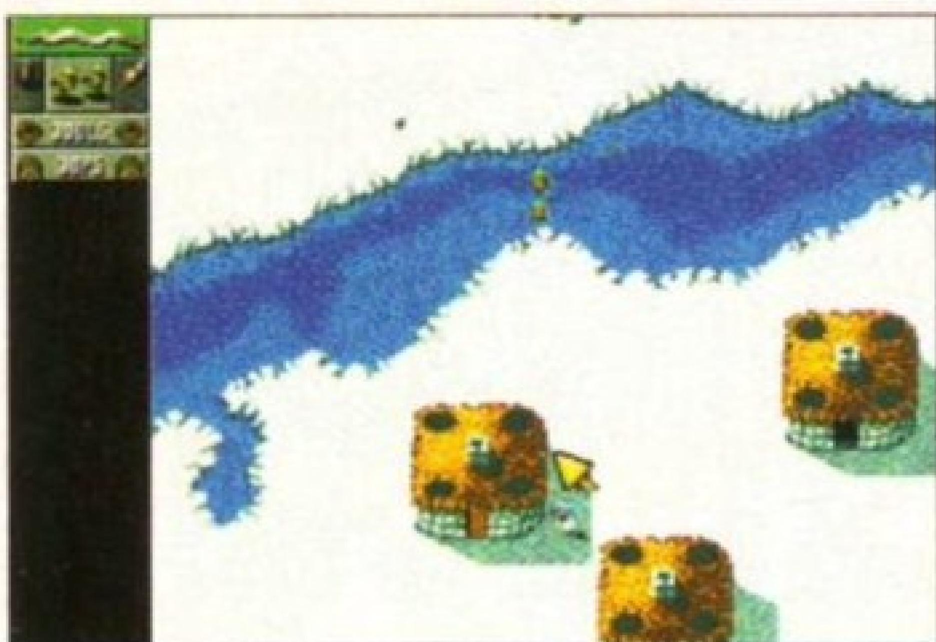
5 Water: don't be afraid of it. Go on, dive in. Fortunately for your lads, you can fire at the enemy when submerged up to your necks in icy aqua. But do move fast.

6 Your grenade and rocket sight. Position this over the chosen target and click both buttons to unleash a shower of explosive death. Merry Christmas to ye!

7 Goalposts. Now, for the sake of keeping excitement levels at the maximum, we are showing you the posts at the top of the Land of Hope and Glory level. We don't want to spoil all the secrets, so we won't show you what lurks between the posts at the bottom. Take our word for it, it's nastier than Peter Shilton in a bad mood.

8 An enemy hut – you can tell by the door. Your task is to grenade or rocket it so the door disappears. Fail to do this and the enemy will just keep coming at you.

LAND OF HOPE AND GLORY

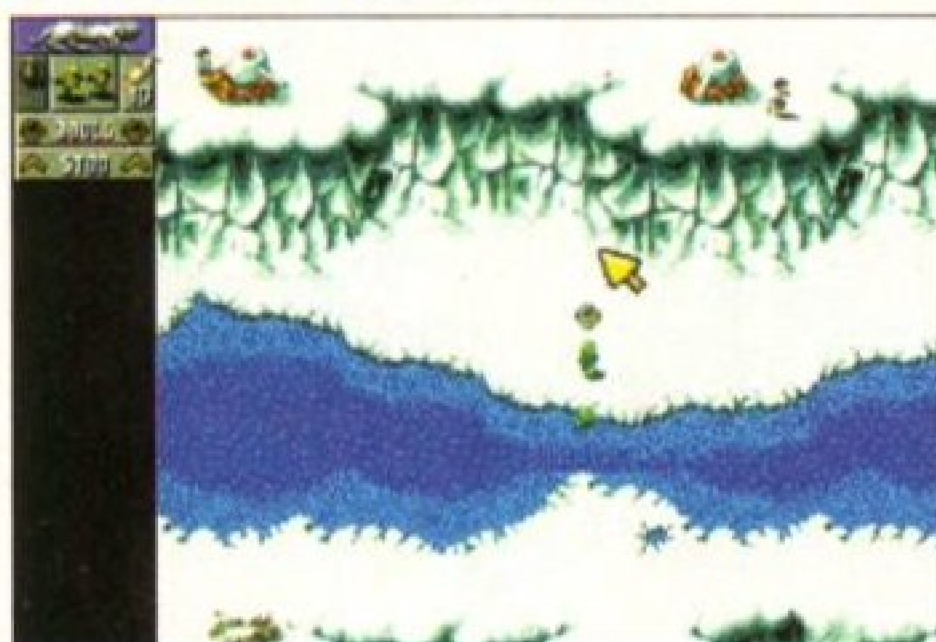


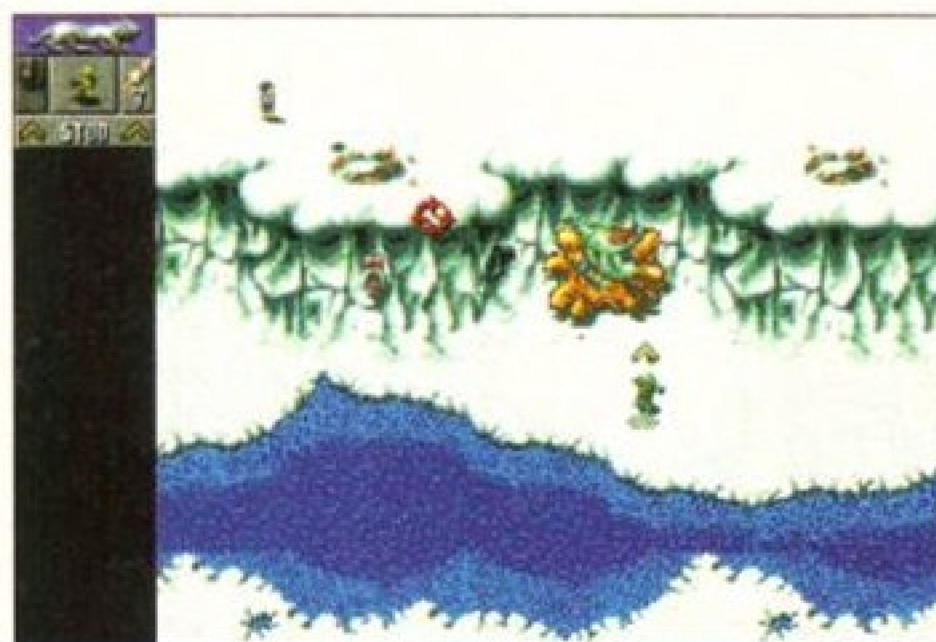


In the first mission, Land of Hope and Glory, you must remember to destroy these huts, avoid the helicopter, man the gun, pick up the grenades and kill everyone. Why destroy the huts? If you don't, then enemy soldiers keep emerging from them. Here's a tip, though: you only need to destroy those huts that have doors. You can tell when you've managed to do the job when the hut no longer has a door.

As you can see from the second picture, these huts are no longer a danger to the good guys. Remember, though, that these dwellings cannot be destroyed simply with guns. You've got to grenade them from a safe distance.

IT'S SNOWTIME!



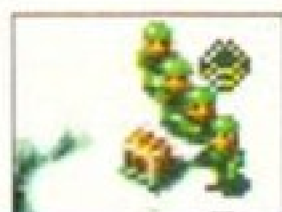


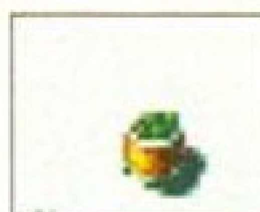
In the second mission – It's Snowtime! – you have to move from the bottom of the screen to the top. You do this by swimming through icy water, picking up rockets, shooting enemy troopers and knocking off two gun emplacements at the top of the screen (first picture). You can only destroy these with grenades or rockets, so don't waste them. Once you've overcome that problem, trying to blow the hell out of a helicopter could be a good idea. Or maybe not. You decide.

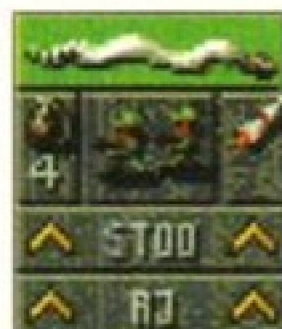
TOOLS OF THE TRADE

Handy and useful tools of the trade. On the right you can see a bucket full of green stuff which is in fact a bucket of rockets and a packing case which is simply, erm, packed with hand grenades.

The illustrations bottom right show (left) four grenades ready for use (just click on the grenade icon) and (right) 10 rockets ready for use – just click on those as well. To fire either rockets of grenades, hold down the right mouse button and then click the left one. Make sure that you're at a safe distance when loosing either rockets of grenades or you'll kill yourself. Hint: on the LoHaG level, go to the left and right of the screen before descending the slope to find rockets and grenades.



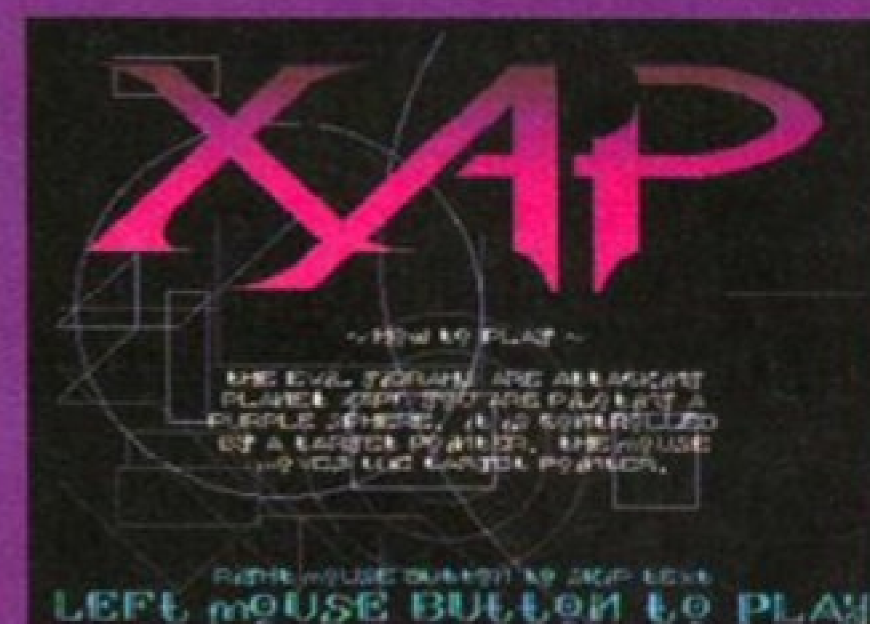






XAP

An original shoot-em-up.



This is the Shareware demo version. You can always register for even more mayhem.

An excellent, if somewhat confusing, shareware shoot-em-up by Cas Prince. The story line: those nasty Gidrahs are attacking your planet, and you have been given command of a purple sphere which fires bullets and smart bombs. You are the last hope for Xap...

Ahem. You've got to pilot your purple sphere around shooting the baddies while leaving the goodies alone. The goodies are the little flat purple ones with the eyes, and the baddies are everything else.

When you first start a level, your ship will take a few seconds to appear. You can control where it will appear by moving the mouse pointer. You shoot by pressing the left mouse button, and a stream of bullets will shoot out in the direction of the mouse cursor.

Pressing the right mouse button causes the sphere to move towards your cursor. Shields are activated by pressing the left shift key, and smart bombs by pressing the ctrl key. All this sounds complex, and it is. Just watch the intro screen for a fuller explanation, and a list of aliens.



Move around a lot and kill things – that seems to be the best strategy.

CAFFEINE FREE

Another Blitz classic.

Another stonking example of how good *Blitz Basic* games can be, *Caffeine Free* is a horizontal shoot-em-up featuring a bizarre array of incoming nasties. To make things trickier your ship's also hampered by the forces of gravity.

There are plenty of bonuses and power-ups like Anti Grav and Hot Shot to keep you going. The on-screen display gives your current energy level – collide with too many baddies and you have to start all over again – and a little black box shows the currently held power-up. The game's controlled by the usual up/down, left/right and <Fire> joystick moves or with the keyboard.



Invest in a pair of stout Government-approved underpants. You're going to need them in the alien-crazed world of *Caffeine Free*.



The cute little blue aliens just want to lead a happy and peaceful life, so it's a good job you're here to blast them out of their complacency.



IMPORTANT – PLEASE NOTE
NOP = will not work on A500 Plus, A600 or A1200.
NO12 = will not work on the A1200.
1 MEG = requires at least 1 meg of RAM to run.
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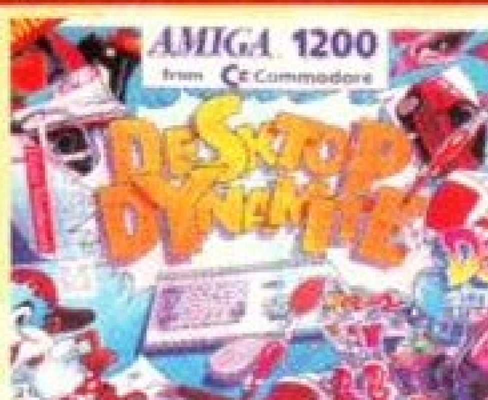
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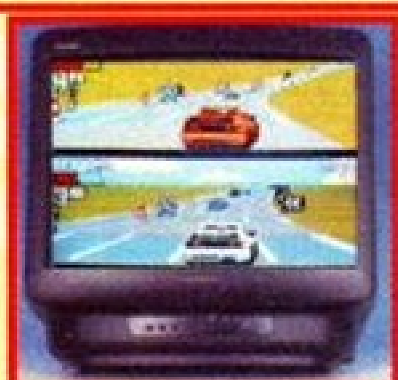
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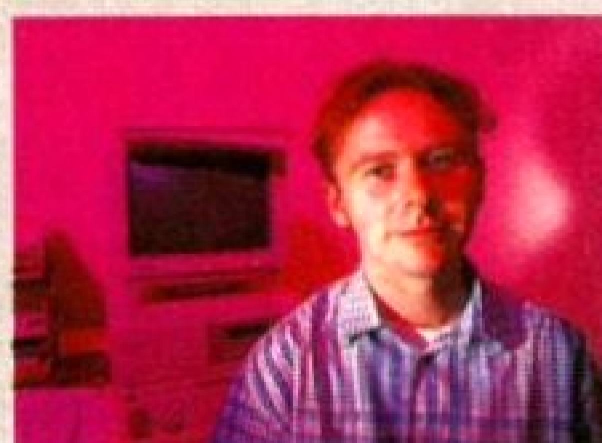
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THE COLUMN dave ROBERTS

LET ME TELL you about a recent presentation made by the folk at Commodore: the firm's guests were the great and the good of the European software development community. The idea was to impress upon them the potential of Commodore's new generation CD^{32}. Remember that fact – it might prove difficult to grasp a little later.

The centrepiece of the get together was a presentation by Commodore's UK managing director, David Pleasance. Unfortunately, Mr Pleasance had to battle against mumbled conversations and heckling. Even more unfortunately, the sins were committed by his boss, Medi Ali, from Commodore US.

Mr Ali, presumably, was there to add weight to the occasion. What he actually brought, according to many of those publishers present, was a bad attitude, and what he left behind was a very nasty taste in the mouth.

As well as making life difficult for Mr Pleasance by so publicly undermining his authority (one publisher told me the exhibition was so cringe-worthy that they actually blushed on his behalf at one stage), Mr Ali also upset at least one of the publishers (publishers who had, remember, been invited to the conference and had taken the time and trouble to attend) in a more direct way.

One of those present asked Mr Pleasance how many A1200s had been sold. Although the conference was about CD^{32}, the question was relevant because the technology in both products is so similar that development costs can be shared between the two formats. Also, CD drives will be available for the A1200.

Mr Pleasance, sadly, did not have such basic information to hand. But fear not, Mr Ali was there to intervene with the perfect answer: "The A1200 has sold hundreds and thousands of units and that is all you need to know," he informed the audience.

Right, that's that cleared up then. Green light for all those Amiga projects. No need to worry about investing time and money in a format that has sold hundreds and thousands of units. Details such as in which countries these units have been sold were not deemed important enough to divulge. It's probably a good job, however, as Commodore don't seem to have much of a grip on the state of play in some European territories.

At one stage during the conference, a representative from a company called Leader introduced his firm as the Italian distributor of CD^{32} and revealed that the machine would be shipped in the near future "when software support increases".

Mr Ali seemed rather surprised by this. He was under the impression that the CD^{32} was already on sale in Italy and was most perturbed to learn otherwise. He proceeded to berate the poor man from Leader, informing him that if the firm did not get CD^{32} moving through the channels pretty damn sharpish, Commodore could be looking for a new Italian distributor.

Piss-up and breweries, dear readers, piss-up and breweries.

There are a number of worrying implications that this charming little vignette throws up. The first is the huge question mark over the communication skills of a company that doesn't give vital sales information to supposed software 'partners'. You also have to wonder about the position of a company that claims hundreds of thousands of sales but then isn't sure of where its machines have or haven't been launched.

It's also rather worrying that Commodore found out about the Italian cock-up in such a public forum and then felt no qualms about having an extremely public row about it. But above and beyond all this, is the attitude that underlies the comment "hundreds and thousands of units and that is all you need to know".

Commodore need as much support from as many publishers as possible. You wouldn't have guessed it from the attitude of this particular charm school drop out. It's important to point out that building bridges with the software community has been a speciality of Commodore UK for some years. The current boss, Mr Pleasance, is one of the foremost exponents of the art and knows how rewarding good relationships with publishers can be.

Mr Ali's River Kwai Construction Company approach to bridge building can't help his cause. If Mr Ali ever wants to know how many software titles a publisher is developing for CD^{32}, the machine that will make or break his company, he shouldn't be surprised if he's told: "Sod all – and that's all you need to know".

WORDWORTH 3

AMIGA FORMAT CAN exclusively reveal the first details of the new *Wordworth 3* package which is due for release early next year.

Wordworth 3 has been significantly improved to keep up with rising expectations of Amiga serious software. Apart from adding more features, and improving printing speed, Digita have done considerable work on the user interface.

The redesigned front end will be familiar to *Wordworth 2* users (and there will be lots more of them, now that it's included in the Desktop Dynamite pack), and offers increased control to users.

The interface follows the Workbench 3 guidelines, but goes a step further by adding a few features previously unseen on the Amiga. Among these are editable pop-up gadgets and font-sensitive requesters which will be familiar to Mac users, and are a welcome addition to the Amiga.

The 'modeless object inspectors' enable users to have the information box active and still be able to edit objects on the document, something even Mac word processors can't offer. Our favourite feature of the new look *Wordy* is the user-editable toolbar. This is effectively the main control panel, and it can be arranged either down the side, or across the page. It is also a floating window, so it can be position wherever the user prefers.



Jeremy Rihll, managing director of Digita International, plans to launch *Wordworth 3* early next year.

Font support is enhanced by the addition of Truetype fonts to the existing Agfa, PostScript and Amiga font support.

Digita are most proud, and rightly so, of the two new features, DigiSense and TextEffects. DigiSense is an auto correction mode which performs simple typographical checks as you type. So, transpositions (typing 'the' as 'hte', for example) are corrected as soon as you press the space bar. TextEffects provides users with a series of special typographical styles which can be applied to text to make documents more attractive.

At their most simple these effects enable you to perform functions such as

JOHN MENZIES C-D-ELIGHT

The Amiga CD^{32} will be popping up in more and more outlets in the run up to Christmas now that John Menzies have announced they will be selling the world's best games console through some of their 274-store chain. *Computer Trade Weekly*'s analysis of the market shows CD^{32} software now holds a 23.3 per cent stake of the total CD software market. This compares very well with the MegaCD, which has been on sale since April and the PC CD-ROM which accounts for just 28.5 per cent of the market. Since CD^{32} has only five games actually on sale at the time of writing (*Zool, Sleepwalker, Pinball Fantasies, Robocod* and *DGeneration*), this performance is nothing short of miraculous. But with *Morph, Overkill, Alfred Chicken, American Football, Gulp!, Total Carnage, Ryder Cup Golf, Trolls, Whales Voyage* and *Sensible Soccer 92/93* all out soon, we can expect to see the Mega-Seedy in a distant second place by Christmas.

ACORN TALK CRAP!

COMMODORE HAVE BEEN granted an injunction against Acorn, preventing them from using their promotional video *The Home Computer Minefield*.

The video purports to assist in selecting a home computer for complete family use, but is little more than a thinly disguised knocking campaign against the Amiga. First it looks at the Archimedes, Amiga, Atari, Macintosh, PC, Mega Drive, and SNES as games machines, and all pass with flying colours.

The next test is how the machines handle serious applications and business software. The SNES and Megadrive are immediately and not surprisingly ejected, but scandalously the Atari and the Amiga are also eliminated at this stage.

It's not like us to defend the Atari, but how many recording studios use an Archimedes? As for the Amiga, look at the *Wordworth 3* preview (above) to see how far Amiga applications software has come.

Acorn's pathetic knocking campaign does no credit to their powerful machine. Such advertising is usually the mark of an underdog – after all, who would want to be compared to something that was truly less capable than your product.?

All the machines mentioned in the comparison are very good at what they do, but only one of them has very little software available for it. We'll leave you to make up your own minds about which one that is.



In our view the Acorn video treats the Amiga unfairly.

– A FIRST LOOK

attaching text to a line, or placing text at an angle. At their most complex, text can be spiralled, waved or put in a star shape.

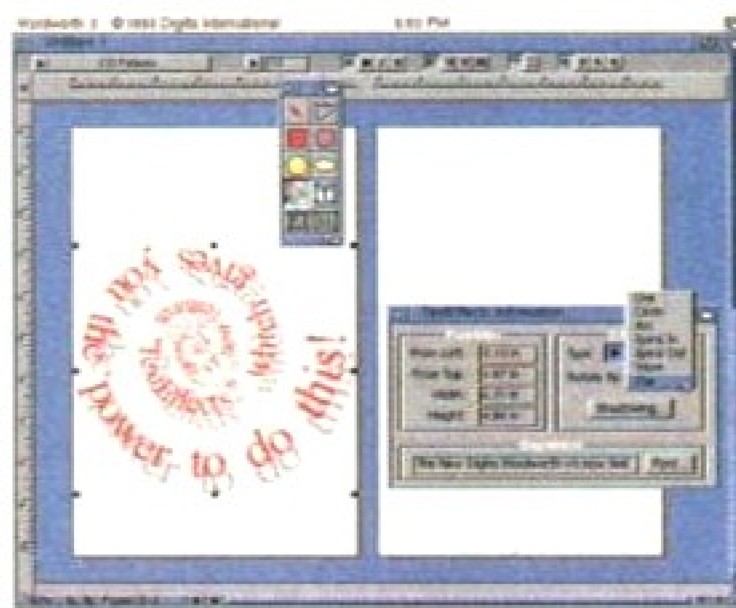
Another innovation for *Wordworth 3* is the move to frame-orientated formatting. this means that text and pictures are placed in boxes which can be moved around the page independently. This is the technique used by most DTP packages, and allows great flexibility for changing the page layout.

All in all, *Wordworth 3* seems even more powerful than its predecessor, so does it represent Digita's attempt to cross over into DTP? Managing Director Jeremy Rihll insists not. "We're really going back to the basics of word processing. We're not even calling it a word publisher, or a document processor like we did with the original *Wordworth*," he said.

"We don't want people to get confused. We want them to know that *Wordworth* is the best program if they just want to write letter. But if they need the extra power, they've got that too. We've concentrated on the text side of things with TextEffects and DigiSense to make this a more powerful word processor."

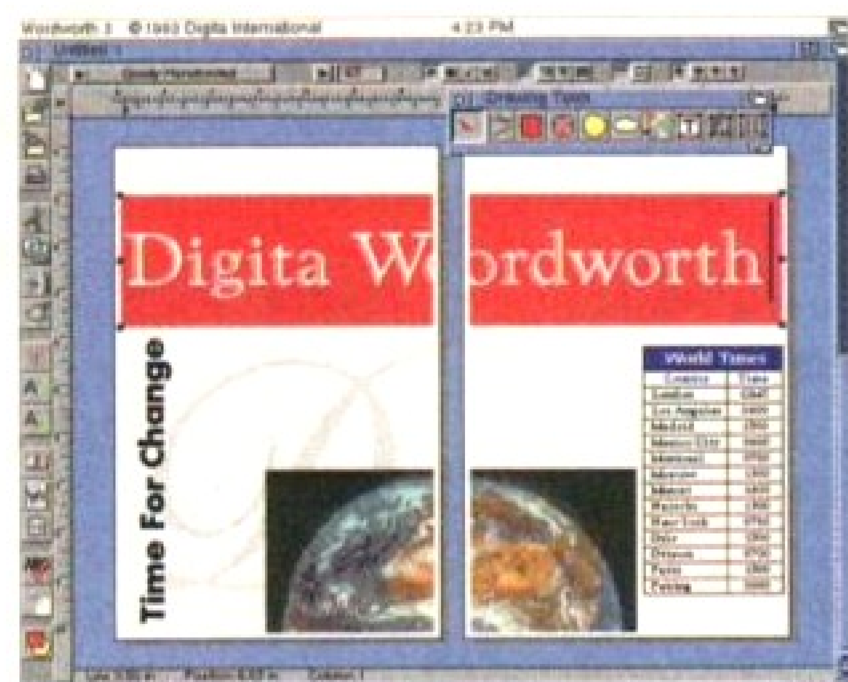
It's ironic that at a time when Acorn are claiming the Amiga can't run applications software (see story on these pages), Digita are about to bring out one of the most accomplished applications we've yet seen.

There will be a demo of *Wordworth 3* on our February Coverdisk. If you want a copy of *Wordworth 2*, see our Mail Order section on page 226, or call Digita International on 0395 270273.


Create effects like this with the new TextEffects function of *Wordworth 3*.



Wordworth 3's innovative floating windows technique is one of its many strong features.



See exactly where the gutter is on your page by selecting this *Wordworth 3* option.

SOLID GOLD GAMES ACTION!

A STUNNING AMIGA Christmas games bundle from Silica Distribution Limited is now on sale at shops throughout the country.

The Chaos Pack, which follows the success of last year's SDL Zool Pack, contains four *Amiga Format* Gold games (*Chaos Engine, Syndicate, Pinball Fantasies* and *Nick Faldo's Golf*) worth a total of £125.

The pack comes in two versions, one for the AGA machines (the A1200 and A4000) and one for the non-AGA A600.

If you buy your Amiga at the recommended retail price, you get the Chaos Pack for free, and if you buy an Amiga at a discount price, you can still pick up the pack at an attractive discount.

So, if you pay the recommended retail price of £299 for an A1200 you'll get the pack included for free. But if you buy an A1200 at a discount price of £250, you'll probably be able to get the games bundle for about £30 (last year's Zool Pack was frequently available for around £30).

Silica Distribution Limited press officer Andy Leaning said: "We wanted to ensure that dealers could offer customers the best in Amiga games. We looked around for some time before choosing the games to ensure they were the very best.

"The fact that all the games in the bundle are *Amiga Format* Gold winners this year was a key factor in this decision."

Amiga Format editor Marcus Dyson was so impressed by the pack that he gave permission for the *Amiga Format* Gold logo to appear on the packaging.

The Chaos Pack features full colour packaging, and each game has full documentation. Strictly speaking retailers are not allowed to sell the pack separately, but this didn't stop many from doing so last year, and we expect the same will happen again. If you can get your hands on it...do!


Last year SDL came up with the fantastic Zool Pack for the Christmas market...



...And now they've gone one better with this year's sensational Chaos Pack.

USR GUIDE TECHNO SURFERS THROUGH THE DATA BREAKERS



US Robotics, manufacturers of the Sportster modem (used by *AF* to stay in contact with the outside world) and the HST modem, used to power our soon-to-be launched bulletin board, have issued a guidebook for users of the global data highways. *The Sportster Guide to On-Line Services* is designed to help everyone from children looking for the latest on-line games to businessmen who want to run on-line credit references. About 300,000 booklets will be issued, and most will be included in issues of "the PC press". If you want one, contact your USR dealer.

NEWS brief

DEMO FOR YOUR RIGHT TO PARTY

Europe's coolest coders will be gathering in Denmark between Christmas and the New Year for The Party 1993. The event takes place in Scandinavia's largest conference centre in Herning from December 27-29. The venue boasts room for over 3,000 people, a huge free parking area and a 6 metre by 4 metre screen for competitions and events. The organisers claim they will be providing 24-hour entertainment, and if you have a video or hard disk anim, they will show it on the big screen throughout the event.

The demo, graphics and music competitions have over $1,000 worth of prize money. If you rate your chances contact the organisers at The Party 1993, Postbox 755, 9100 Aalborg, Denmark

MORE MEGA MICE

Golden Image's Mega Mouse impressed us when we first reviewed it in issue 38. Now it's back, and it's more mega than ever. The new version, called Mega mouse 400, is now 400 DPI, and costs a mere £14.95. If you need a new mouse it's not easy to find better for cheaper. Call Golden Image on 081-365 1102.

GREAT GRAPHICS

It's often difficult for Amiga owners to get their graphics masterpieces output in high-quality colour. Max Graphics in Cardiff (0222 522332) can output large images, but they have an optimum viewing distance of over six feet, which is great for posters, but not so good for reports. If you want high-quality smaller output, the Times Drawing Office in Maddox Street, London may have a solution. They can handle most Amiga graphics formats including JPEG, and the output we have seen is extremely good, so give them a call on 071-629 5070.

GET THE PICTURE

Galaxy Graphics of Swansea are offering three disks full of hi-res overscan 16 colour images, for a mere £14.95. The pictures, called *Media Backgrounds*, are intended for presentation and video use, and have no transparent colour. The images range from keyboards and cameras to videos and textures. Call Norman Harris on 0792 290998 for more information.

SFII BARGAIN

US Gold are releasing *Streetfighter II* on the Kixx budget label at the bargain price of £14.99. What more need be said? Perhaps just that it's out on December 3rd and, since the £27.99 original is still at number 32 in the charts, it's a good offer.

AGA AMOS

AMOS IS CURRENTLY taking a battering from Acid's *Blitz 2* in the popularity stakes. But news that Francois Lionet, the father of *AMOS*, is soon to begin work on an AGA version of *AMOS* could balance things out a little.



Will *AMOS* make a comeback with the release of an AGA program?

Despite recent claims from Europress that further *AMOS* developments have effectively been shelved, Francois has exclusively announced to *Amiga Format* that he has no intention of leaving *AMOS* coders in the lurch.

Francois is currently putting the finishing touches to the Europress PC product *Click and Play*, and will start work on the AGA version of *AMOS Pro* after Christmas. The new version will enable *AMOS* programmers to open full 256–colour screens, use 256–colour bobs, create AGA rainbow effects and offer support for the 16 million–colour palette.

Francois explains the task ahead of him: "A lot of the code in *AMOS Pro* is very old, so I'll have to write much of it again in order for it to work with the AGA chipset. Once *Click and Play* is finished, *AMOS Pro AGA* will be my number one priority."

For this reason it is unlikely that that *AMOS Pro AGA* will be a free update to existing *AMOS Pro* users, as previous updates have been. In order to recoup the high costs of the development time, existing users will probably have to pay an upgrade fee. A rather reasonable £20 is being considered at present.

On a slightly different *AMOS* note, an upgrade to the slightly buggy *AMOS Pro* compiler will be available soon. And this will be free to registered users.

CHEAP SHOTS

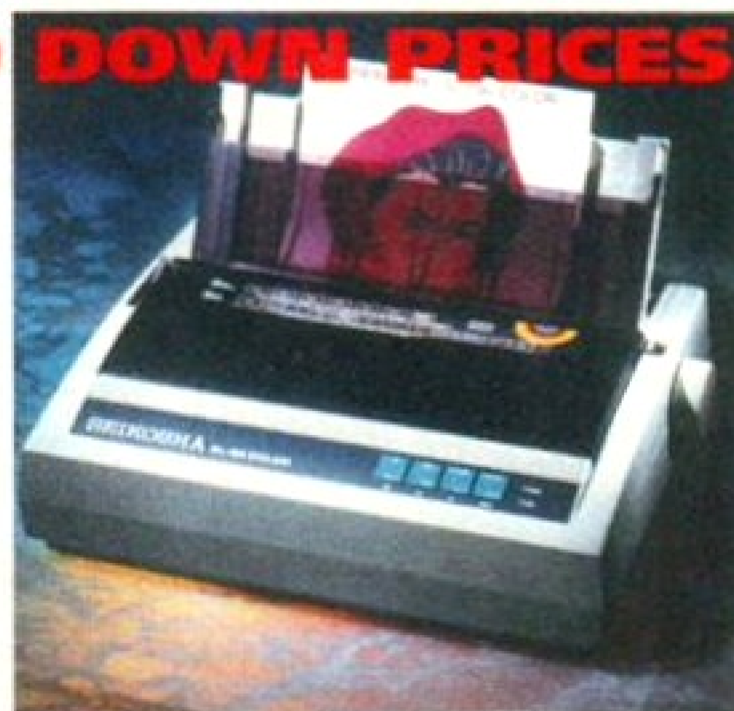
FOOTIE GAME FANS who haven't yet got their hands on Dino Dini's *Goal!* will be pleased to know that Virgin have slashed the price to £19.99 for a limited period, and are throwing in a free eight-page fanzine too. *Goal!* currently stands at number nine in the Gallup game charts. Contact Virgin on 081-960 2255.



Goal!: A game of two halves, 22 players, and one ball.

24 PINNED DOWN PRICES

SIRENS OF THE budget printer scene Seikosha, have a new offering to tempt those eager to spend their Christmas cash on upgrading their Amiga set-up. The SL-96 Colour is a 24-pin colour printer. Seikosha claim very high quality graphics and scaled font output, but they would wouldn't they? Check out the *Amiga Format* review soon for the definitive verdict. The SL96 costs £249 and the price includes an Amiga driver. Call Seikosha on 0753 685873 if you need to know more.



The latest offering from Seikosha is the SL-96 Colour 24-pin colour printer.

WHO SELLS MOST GAMES?

Quiz time. Who sells the most computer games in the UK? Last time we checked it was, surprisingly, Boots (the not-so-chemist), with national chains such as WH Smith and John Menzies groping for a larger share and music stores Virgin and HMV constantly extending their games coverage.

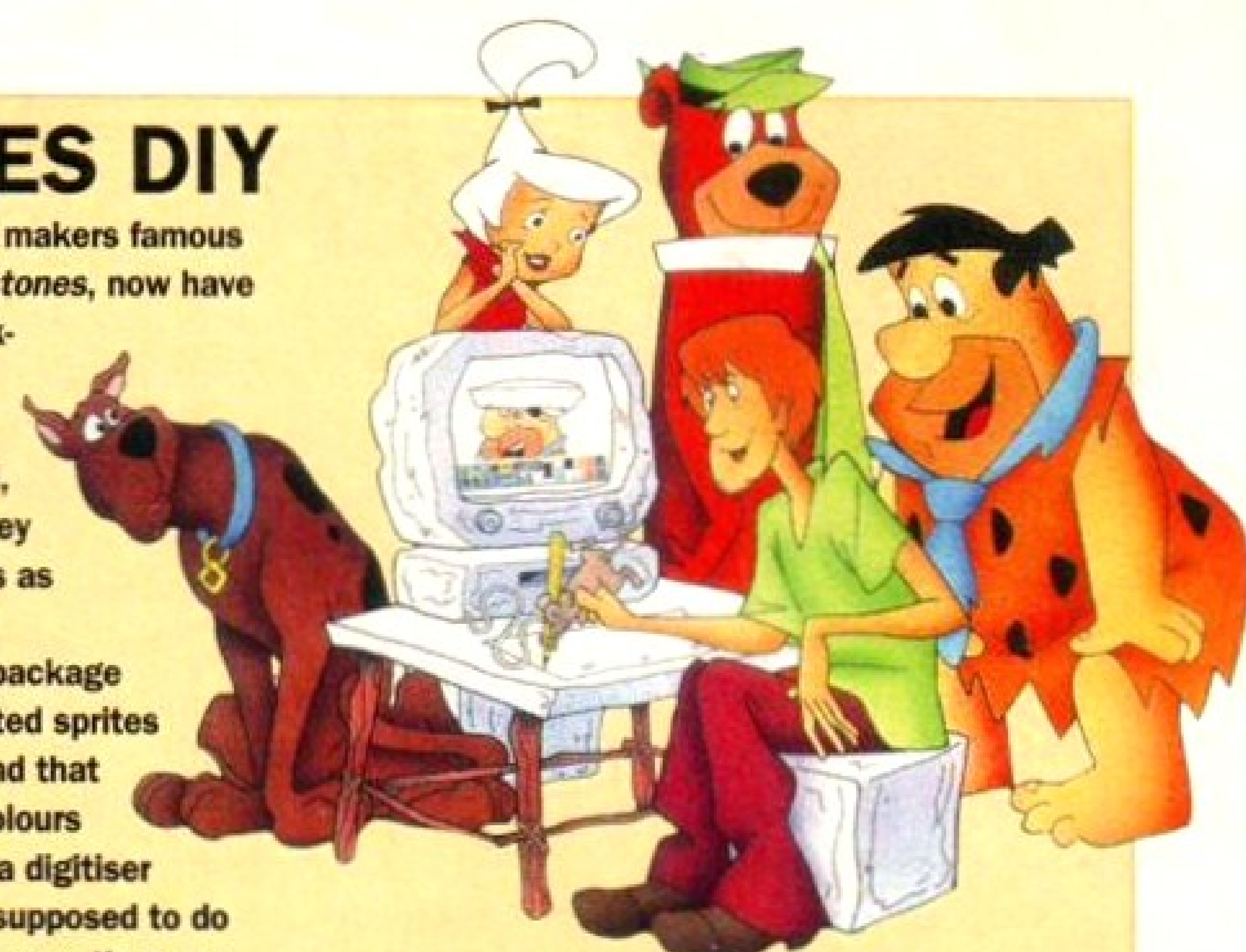
But now the biggest independent games retailer is Future Zone, who have just zoomed to number one status by opening their 31st store. They reckon they are well ahead of schedule to hit their target of opening their 40th store by Christmas.

FLINTSTONES DIY

HANNA-BARBERA, THE cartoon makers famous for *Tom and Jerry* and *The Flintstones*, now have their own Amiga animation package. Published by Empire, the *Hanna-Barbera Animation Workshop* has a straightforward, icon-controlled interface that they reckon is simple enough for kids as young as four to use.

It's a paint and animation package with which you can draw animated sprites and drop them over a background that you've also drawn, with eight colours for each. You can also connect a digitiser to grab in drawings, but you're supposed to do soundtracks on a cassette player, so there are no sound facilities.

Perhaps the best part of the deal is that add-on discs with stills, animation and clipart will be available so that users can colour and animate "their favourite cartoon characters", and these will also come with an audio soundtrack. "We've got the rights to use every character, so we can do *Top Cat*, *Whacky Races*, the whole lot," says Empire's Carol Nudds. The program will cost £49.99 and should be out right now. For further information contact Empire on 081-343 7337.



Shaggy, Scooby and their cartoon chums from the Hanna-Barbera hall of fame.

CUTE HYPE GOES WILD



If you haven't heard about the furry bundle of fun Mr Nutz yet, then you will do soon.

FURRY CREATURES STARRING in platform games is The Thing this Christmas season, and competition for press attention is intense.

Sega lead the way with several hedgehogs, but Ocean, in particular, are bombarding magazines and newspapers with spurious press releases and photos concerning Mr Nutz the squirrel, star of their colourful platformer due for release in January. The latest press release concerns Nutz's allegedly shady past, and he is photographed leaving a London nightclub. Hmm.

Meanwhile *Brian the Lion*, a 40-level platformer from Martin Edmondson of *Shadow of the Beast* fame, has been put on hold until after Christmas because the wildlife competition is too intense. It's due out from Psygnosis on 21st January at £29.99. Contact Ocean on 061-832 6633 and Psygnosis on 071-709 5755.

CORE, THAT'S CHEAP!



IN A SURPRISE move renowned software house Core Design have launched a new budget label, to be known by the slightly unlikely name of Corkers.

The outfit used to just make games for other people, but they've been publishing their own stuff for a while now, so they have a back catalogue of good games which they are releasing at bargain prices.

First up on the Corkers label is a collection of four games (*Chuck Rock*, *Corporation*, *War Zone* and *Torvak the Warrior*) which are available at a mere £9.99 each. All four games should be out now. For further information contact Corkers on 0332 297797.

GOLD AT WINTER OLYMPICS

US GOLD WILL release their new Winter Olympics game to coincide with the start of the skating, skiing and bobsleighing extravaganza in Lillehammer, Norway on February 12th.

Most of the Olympic events are realistically portrayed in the game, called *Winter Olympics*, and to stand a chance of winning, the player has to adopt the correct stance and read the terrain in skiing events such as the Downhill, Super G, Slalom and Giant Slalom.



US Gold will release their four-disk extravaganza *Winter Olympics* to coincide with the opening of the Games in February.

The four-disk game uses visuals of the official Winter Olympics, including the logos, the medal designs, and incorporates all the ceremonies. What's more, you can sneer at Sega and Nintendo owners by telling them that all the sprite animation for their versions was created on an Amiga by Barry Armstrong Design, at Barry's studio in Cheshire! For further information, contact US Gold on 021-625 3366.

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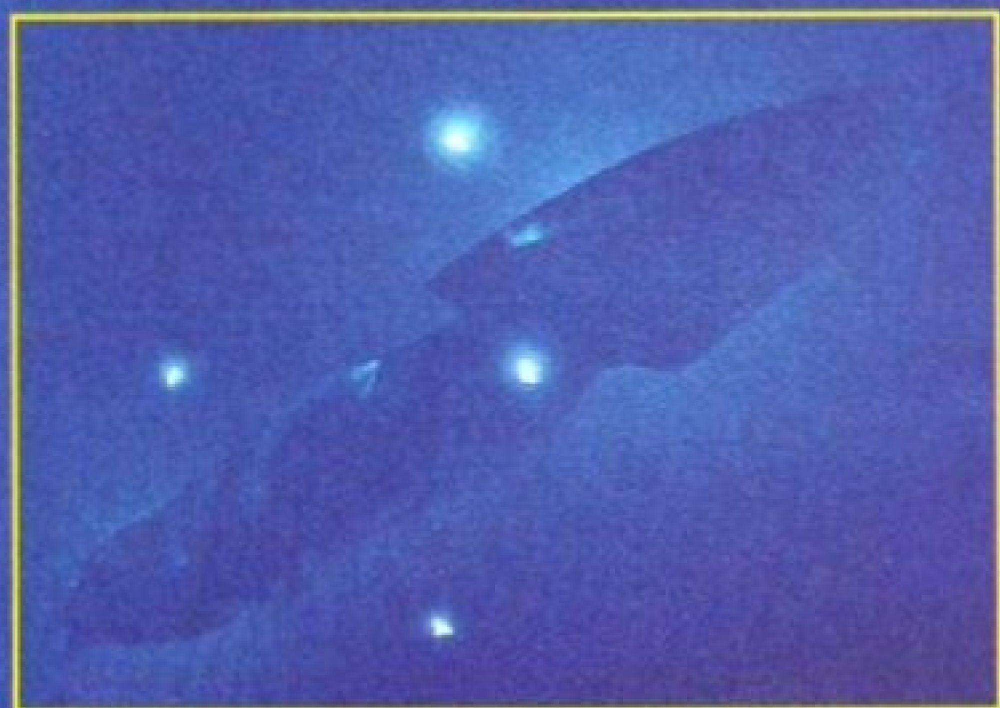
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One of the Seaquest's hyper-reality probes boldly goes where no Hyper-reality probe has gone before.

MORE THAN 19 million Americans watched the pilot of Steven Spielberg's *Seaquest DSV* a couple of months ago. Now, ITV are showing the series on Sunday evenings, and 9.2 million people watched the pilot episode. The show is a cross between *Voyage To The Bottom of the Sea* and *Star Trek* and follows the adventures of a bold crew of clean cut heroes who cruise around in a submarine righting wrongs.

But what makes *Seaquest* of particular interest to you is that the special effects for the outside shots of the submarine were all produced using Amigas and *Lightwave*, the ray-tracing program that comes with the Video Toaster.

Turning to the Toaster

Most sci-fi shows (such as *Star Trek*) use miniature models to create the special effects shots, but the special effects people at Amblin Imaging wanted to produce the kind of effects for the show which would be either too expensive or impossible to do with models. So they turned to the Toaster.

"We sold the show to the networks on the basis of some conceptual art and some computer graphics produced on the Amiga," says Taylor Kurosaki, facility manager of Amblin. "The network commissioned 22 episodes of the series, which is completely unprecedented."

Of course, producing images that look this realistic isn't very easy. The main model of the *Seaquest*, for instance, has over 70,000 polygons, and many of the other models used in the show are equally complex.

Each animator at Amblin has two Amigas (they mainly use A2000s) to enable them to work on one shot while the other is rendering a test image. The submarine itself began life as a series of sketches by Jim Lima, the art director and conceptual artist for the show. From these, he produced a clay model and the animators produced the *Lightwave* model.

To make sure that the images looked realistic, Amblin called in as an adviser noted underwater scientist Dr Robert Ballard, the man who found the Titanic.

To produce the quality of images seen on this page, Amblin set up a very powerful facility. "We have around 70 Amigas, including 10 that act as playback machines on the set for producing screen displays," says Taylor Kurosaki.

"We were originally only going to be involved with *Seaquest*, but now we're also going to be produce graphics for other Amblin TV shows."

Amblin can produce around three and a half minutes of computer generated footage per week, which in Spielberg special effects terms isn't bad.

"*Jurassic Park* had around six and a half minutes of special effects in it," says Taylor. "That took them over two years to produce. We had six and a half minutes of effects in our two-hour pilot show, and we did this in three months."

Changing the ways of TV

All the Amigas at Amblin are connected together on a network, and most of the rendering is done in a Render Farm arrangement, which means that each Amiga is given a single frame of an animation to render. Once these are completed, the results are transferred on to digital video tape for the final editing process of combining the computer generated images with the other film.

Amblin seem to be happy with the Toaster and *Lightwave*. "It's changing the way network TV in the US is done," says Taylor. "It means that effect-based series that could not get off the ground before for financial reasons are now possible."

FOR A FEW BITS MORE

Since the inception of 24-bit graphics on the Amiga, it has always been one of the most exciting areas of Amiga graphics. In no time at all, many companies equipped their software with 24-bit support.

Now that the standard Amigas have the ability to display at near true-colour standards, the importance and popularity of 24-bit graphics has never been higher. But it is still a confusing field for many. Even those with the knowledge of the software and hardware necessary to handle 24-bit graphics sometimes have difficulty sourcing objects and textures for their images.

In order to assist graphics enthusiasts in their search for fonts, objects, textures, images and so on, Gordon Keenan and John Campbell formed the 24-Bit Club. The club's loose association of Amiga graphics enthusiasts includes DTP users, 3D buffs, animators and graphic artists. In fact, anyone with an interest in Amiga graphics. As Gordon readily admits, the club's location (it's based in Glasgow) is a hindrance when it comes to club meetings, which regularly attract around 20-30 members. Not a bad figure in itself, but when you consider that the club has more than 2,500 members scattered around the globe, it shows that not everyone can make the trip to Scotland to attend.

Nevertheless, members are admirably catered for by the club's excellent magazine *Power User*. The A5 magazine has features on graphics techniques, interviews with prominent figures in the Amiga graphics world and reviews of the latest software and hardware for 24-bit enthusiasts. The club welcomes submissions for the magazine from all its members.

The 24-bit Club not only acts as an interchange for views, tips and ideas between members, but it also offers members an extensive library of files on PD disk, including an impressive array of textures and objects. These files are available to non-members, but the £20 membership fee carries considerable benefits in terms of discounts. The club also acts as a central registration point for shareware fees for 3D models from such luminaries as Carmen Rizzola, who created the fabulous Enterprise model used on *AF49*'s cover.

We would recommend club membership to all our readers hoping to get the most from last month's *Imagine* Coverdisk. 24-Bit Club, 6 Skirsa Square, Floor 1, Glasgow G23 5DW.





DSV

Digital dolphins and hyper-reality probes? Richard Baguley travels to Universal Studios to discover how Steven Spielberg's TV blockbuster Seaquest was created with the help of Amigas.





Another one of the Seaquest's utility subs (affectionately called the crab) doing something very useful.



BABYLON 5 HITS BRITAIN

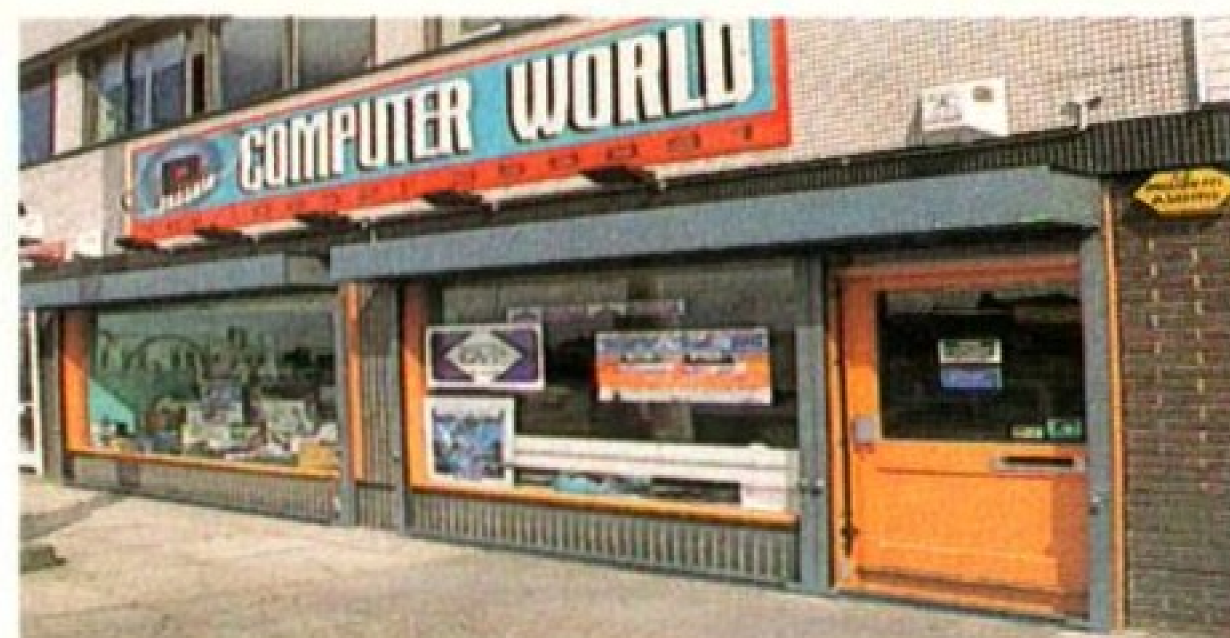
The Emmy award-winning series *Babylon 5* (which also uses *Lightwave* to generate all the special effects) has been bought by Channel 4. No dates for broadcast have yet been set, but as the series isn't being broadcast in the US until the end of January, it's unlikely that we will see the program until at least March. We'll give you a date as soon as it's been fixed. The pilot of the series is now available on video for rental.

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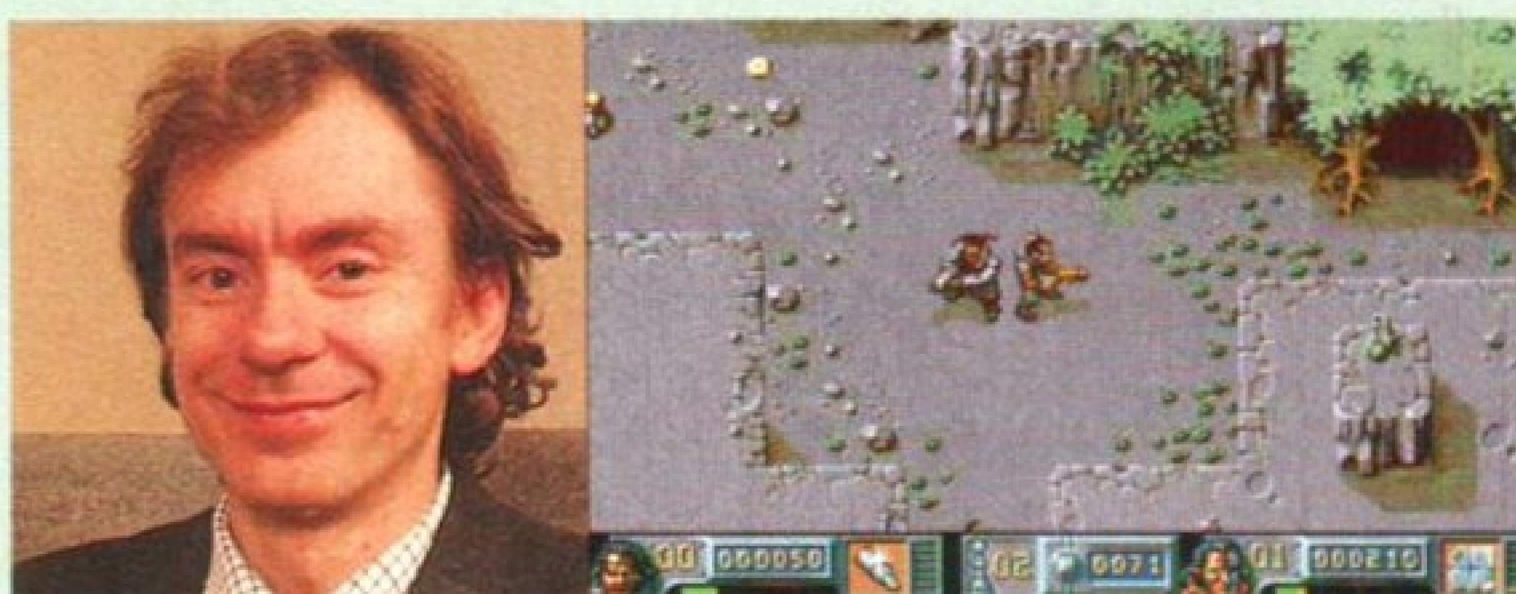
E&O.E.* DESIGNED AND PRODUCED BY WHITE MOUNTAIN 0532-390880

STEVE TURNER, GRAFTGOLD

I wish that on the 12th day of Christmas, Commodore would give to me:
Kiki Stockhammer
11 CD titles
10 reference manuals
9 A1200s
8 days a week
7 Devcon places
6 index fingers
5 mon-i-tors
4 chipset specs
FREE registration
2 crystal balls
And a 32-bit CD...

Worst moment in 1993
This has got to be three o'clock in the morning in Ostend, Belgium. At this moment myself and Andrew Braybrook along with Marcus Dyson and Steve Bradley of *Amiga Format* had been waiting six hours for the organisers of the OZ computer show to arrive and take us to a nice comfortable hotel with food and warmth. It was at this moment we heard that our host was tucked up in bed, not stuck in a traffic jam that had brought the roads into Ostend to a standstill for four hours. He could pick us up at 9am in the morning if we could wait another six hours!

Best moment in 1993
This was last week when Commodore invited Graftgold along with other developers to Commodore to increase developer relations. They are even going to sort out my monitors *and* let us come to their developers' conference *and* register us for a modest fee. It's like Christmas already! Seriously, though, this is an excellent move by Commodore and much welcomed at Graftgold.



Steve Turner of Graftgold reveals that the team have had little time to play other programmers' games, but The Bitmaps' *Chaos Engine* had them (and his son) impressed.

Best album
For Andrew this one's easy – he had a calendar on the wall whith all the days marked to the release of the new Rush album *Counterparts*. Excitement was high, but alas no album in the store on D-day. Luckily it was only a day late and sounds of Rush have been emanating from his office ever since. Ian Wallington, our new Amiga superstar, is a Saxon fan and votes *Forever Free*. I'm still playing the Def Leppard album I got last Christmas.

Favourite Amiga games
It's been a busy year and there's not been a lot of time to play other people's games. Bitmaps' *Chaos Engine* was the favourite until my son Mark borrowed the company copy and an A500 so he could try it in the holidays and it disappeared.

Favourite film
***Jurassic Park* gets our vote for outstanding effects, although Andrew has not seen it yet.**

Favourite book
Programmers don't have time to read! Andrew's into T. Pratchett for long ferry trips and waiting around in terminals and the like.

Favourite letter
The one that came last week with some money from the Mirrorsoft adminstrator.

Year we go!



If you were one of the world's top Amiga game developers, what would you want for Christmas? We asked some of the best people in the games bizness how their years have gone, and what they're hoping for in their stockings...

MEVLUT DINC, VIVID IMAGE

1993 could prove to be the most important year for Commodore's history. A1200s are still selling, but Commodore's success really lies with the CD^{32}. It's an excellent piece of hardware and I hope it succeeds.

We will be doing our bit with a CD^{32} version of *Second Samurai*. I believe the software has to be even better than the hardware to help it sell. Commodore must invest time and money in the software publishers to produce software that makes good use of the hardware. The developers in this country produce top-quality original products and Commodore must start investing time and money in them.



Well I never! 'Ello, Fat Bloke! Now you want a kick in the 'ead, don't you...

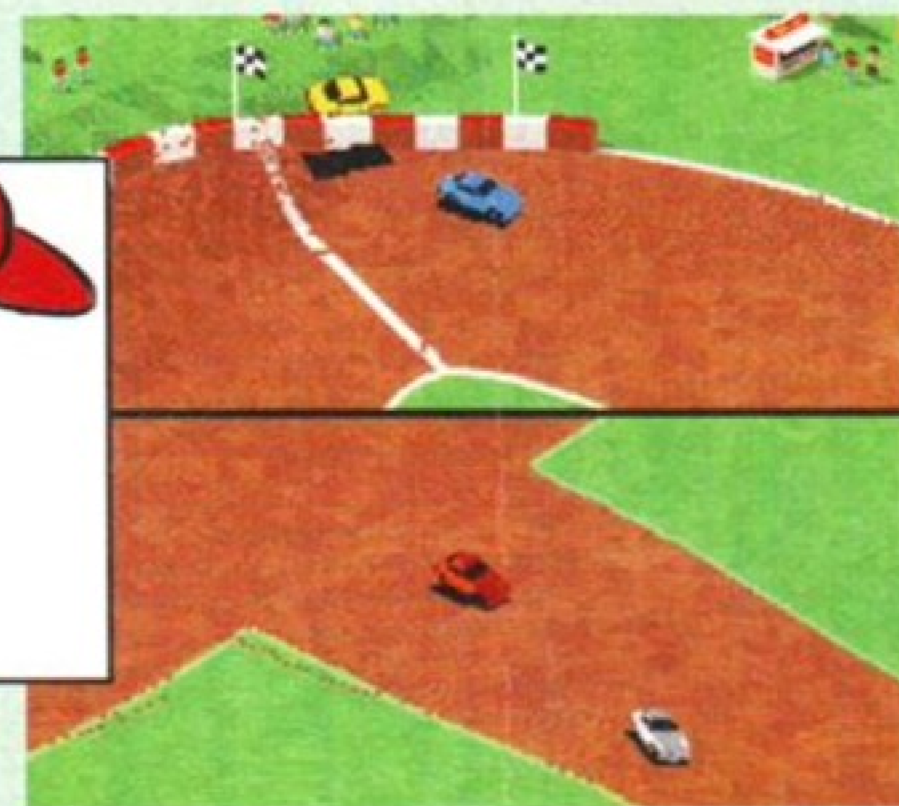
My highlights of 1993
Favourite game: ***Second Samurai***
Favourite serious software: ***Word for Windows*** **(sorry, I use it on my PC!)**
Favourite film: ***Reservoir Dogs***
Favourite book: **I can't read**
Favourite record: ***Get Back*, Peter Gabriel**
Best moment for the Amiga:
The launch of Amiga CD^{32}
Worst moment for the Amiga:
Too many different Amigas!

SIMON ARMSTRONG, ACID SOFTWARE

What I want for Christmas... howabout an AGA-based Amiga with CD drive built in that is really cheap and has a keyboard/serial port and a controller with heaps of buttons?



What? Santa has already started to deliver them? That's awesome! CD, eh? Wow! If kids can't copy the software, holy smoke, they will have to buy it! That means not only will we have to pay less for manufacturing games (no stupid oversized boxes and only one disc instead of three disks) we'll probably sell heaps more.



Simon of Acid is the man behind *Skidmarks* and the *Blitz Basic* language that produced it.

OK, in that case all I want is for heap of people to buy these new CD machines so Commodore don't go bust and we have a nice big market to sell all the cool stuff we have planned for the next year. Come on Santa, you can do it – even if the kids want a Jap console, slip them a CD^{32} instead.

The only other thing I really want is for *Skidmarks* to be release on schedule with all the off-road tracks we've been working on so we can start the Formula One extensions. A 68060 based Amiga would certainly help with all the ray-tracing we're doing (Santa, you still listening?) and the rumoured new version of *Imagine* is definitely needed. I also want a big Super-VHS TV to play CD^{32} games on with a 4000Watt stereo so the neighbours think there is a speedway in the neighbourhood when we start playtesting *Skidmarks^{32}*.

KEITH SMITH, MILLENNIUM

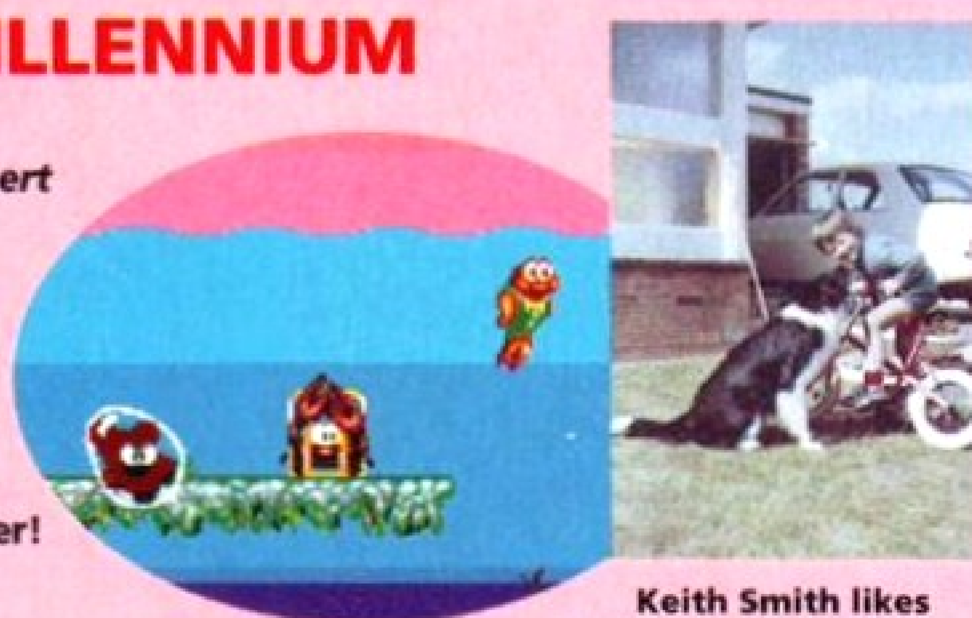
Favourite games : ***James Pond 3, Desert Strike*** **and *Bill's Tomato Game***

Favourite hardware: **Baseball bat or snooker cue.**

Favourite film: ***Reservoir Dogs*** **– the best analysis of Madonna ever, ever! The adventures of Ford Fairlaine**

Favourite book: ***The Van*** **by Roddy Doyle. I read it in one miserable cold day in Dublin two years ago and haven't stopped laughing since.**

Favourite album: **Squeeze's *Some Fantastic Place*. It just goes to prove that really talented musicians can turn their hand to any style**



Keith Smith likes bouncy fish best of all. A recent photo shows Keith and friend...

Favourite single: **Fall at your feet – Crowded House**

Favourite pudding: **Treacle with custard**

Keith Smith has written the bizarre play-type thing on the right... ☛

ARCHER MACLEAN



***Jimmy White's Snooker*, the top-selling game from the man who invented dot-to-dot porn.**

I haven't seen a load of films this year, although I did get hold of an NTSC version of *The Jungle Book*, and bought the letterbox version of *Terminator 2* – in Dolby surround sound with a monster TV it's quite something.

I haven't seen *Jurassic Park* but I am still pissed off that I came up with a dinosaur game design three years ago that was full of fast, smooth animation, yet all the publishers I approached were totally uninterested. Now they are falling over themselves rushing out any old crap with a passing resemblance to a dinosaur in it. As for books, I don't read much but I watched Madonna get away with her sex book last year, so I have been working on a join the dots porn book, because it's not porn until you have filled it in, and I'm going to call it... 'Penciltration'.

My musical tastes are so varied as to be undefinable, but one jungle beat that refuses to get our of my head is *Connected* by the Stereo MCs. As for games, the most impressive thing I've had a go on was a huge six-player arcade game called *Galaxia* in London's Trocadero. Simple, but mightily impressive for the £30 I must have put in.

TOBY SIMPSON, MILLENNIUM

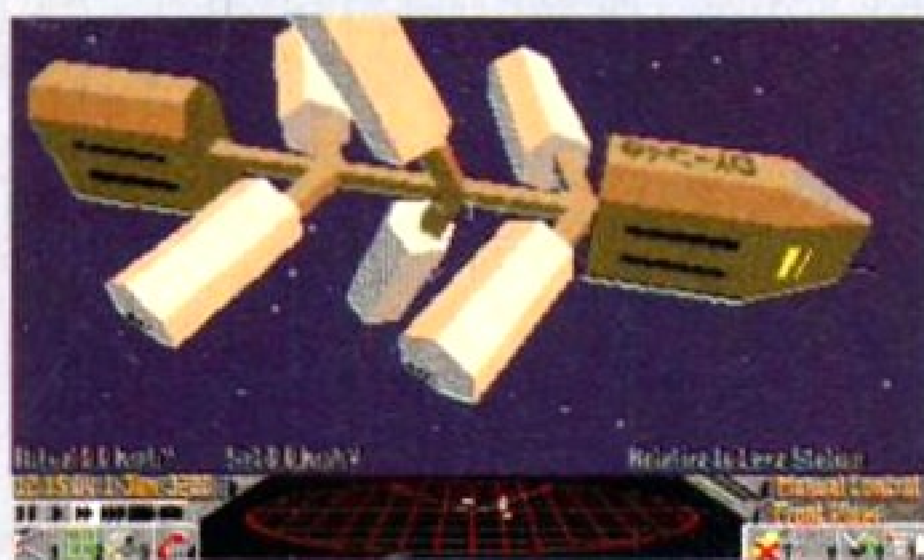
Christmas ditties by Toby Simpson, Lead Programmer for Millennium, author of *Diggers* for CD[32] and A1200.



Toby Simpson caught dreaming of word pros.

I'd like Commodore to be working on a new generation of high-end Amigas, not letting them continue to slide further and further behind the PC. I hope they are, and they hurry up with a CD[32] compatible drive for the A1200 and A4000!

My real wish, though, is it would be nice to have some high-standard word processors, spreadsheets and other productivity tools which didn't look embarrassed next to Windows programs on the PC. Let's hope loads of amazing games come out on the CD[32]. Millennium are certainly working hard on a new generation of CD software.



The follow-up to the mould-breaking *Elite*, *Frontier* has the Millennium staff totally absorbed.

Best Amiga moments of the year: **The CD[32] release turning out to be OK, and selling well. And the UK Developers Conference, where I discovered Resolve and someone asked me for my autograph!**

Favourite game: **Frontier**
Favourite book: ***Rama Revealed,*** **by Arthur C Clarke**
Favourite dinosaur: **Stegosaurus – generally underrated, but great.**

IT LOOKS LIKE REINDEER – A SHORT RADIO PLAY

Scene: *Outside a top department store in the West End of London. It's the first week of December and a light dusting of snow from the first of many entirely practical blizzards is covering the bonnet of my chauffeur-driven limo. The Four O'Clock News is about to come on and I sit joyfully listening to a compilation of Millennium game soundtracks.*

The phone rings. It's the *Telegraph*. They're trying to get an inside track on the next big product that will send the Millennium share price spinning into orbit. The flotation was five times oversubscribed and the company's name is on the lips of the top city movers and shakers.

Digbins, my chauffeur and minder, is smiling wryly into the rear-view mirror as he earwigs on my conversation...

"Yes, I understand that this would boost circulation, but what's your offer?" The reply squeaks from the receiver.

"I'm sorry, but this news is confidential. You can't expect me to show favour to one publication just to get a page of coverage."

I place my hand over the mouthpiece and snigger back to Digbins.

"OK. Look, you have a word with your boss and get back to me."

I place the phone, one of three lines, back on its cradle. "OK, Digbins, let's spend some money!" I shouted manfully. "Let's show these suckers what shopping is!"

With a tolerant smile and an arched eyebrow, Digbins turns the ignition and the powerful five-litre engine throbs to life. He leans back. "Your wife is already doing that, sir."

Scene: Inside store. *As I walk along the aisles, an assortment of perfumery gals are trying to get my autograph. I hand them a pre-printed card that Digbins obtained from a machine in an underground tube station. They seem to be immensely grateful.*

I turn to my escort. "Digbins, I think that I should go and see Santa's grotto. I mean, we are in the youth market and I want to see what the word on the street is. Where is it?"

"We were parked in it," he replied.

"Digbins, have I told you about my gift? You see, I have special powers and if you don't watch out, you're fired."

"Very droll, sir."

We continue to the third floor where there is a queue for Santa's grotto. At least 50 families are eagerly awaiting the time when their pride and joy can sit on the lap of an elderly actor, breathe in beery fumes and walk away with a toy. I approach a kindly elf.

"Scuse me. Can you help me out here? I'm in the computer games industry and, as a leading edge developer, we need to know what the kids want. Do you mind if I jump the queue and quiz your Santa on the latest demands?"

I show her my card and smile as Digbins leans menacingly over her.

"Just a moment, sir."

FADE to Scene: Outside a rather unconvincing cave entrance *(though I don't know quite how this would translate on to radio)...*

I stagger out of the grotto under the influence of a large intake of whisky vapour.

"Bigdins, fret not. I'll get a bloody knighthood for this! Get me down to Commodore quick! I've got to see David Pleasance now." In the limo I call Commodore and arrange a meeting for 6pm.

Scene: Commodore HQ, *7.30pm that night.*

"Mr Smith. Mr Pleasance will see you now." **Continued** ☛

IT LOOKS LIKE REINDEER – continued...

I stop Digbins beating up the security guard. He has done no wrong – it merely entertained me while I waited.

We enter David's plush office. I'm not saying it's big, but on the way in I pass Bono packing up his gear from last night's extravagant client bash. It is larger than my office, but only because my *en suite* is in a separate room.

David is relaxing in a hot tub, a glass of chilled pink champagne by his side.

"Ah, there you are David. I could hardly see you among all those bubbles," I coolly say.

"Let's get straight to the point, Smith. I haven't got time to waste, you know. I'm a very busy man. Close the door, will you? There's a hell of a draught around my overflow. This had better be important, time and money and all that."

I flushed with anger. "It's important enough to interrupt me when I was in the middle of purchasing some luxury leather goods. I want to know what's going on. Santa told me that he was delivering A1200s and CD³²s this Christmas, and quite a few of them too."

"Absolutely, Smith. I've done a deal with the man himself and by Christmas morning people all over the country will be unwrapping dirty great big boxes containing our wonderful product – and nothing can stop me now! HA! HA! HA!"



It's tough at the top. Or at least that's what my mother told me. Although I'm not quite sure what it was she was talking about...

I thought for a while as he climbed out of the hot tub and padded gracefully over to his walk-in wardrobe. He opened it and lifted out two carefully wrapped garments as I followed him across the marble floor.

"What do you think, Smith – red or blue?"

"Can I be honest, David?" I asked. He nodded. "I don't think that you suit a cocktail dress. How about that suit?"

"I suppose so" he conceded.

"So the biggest question is; just what products can we, the mighty Millennium, have ready for Christmas and the New Year? We've got *Brutal Football* in November, now that's a game and a half. Blood, laughs – the whole shooting match. *Diggers* is now out on the CD³² and A1200, and that's so big it should keep them busy until March..."

Suddenly it hit me like slug from a '45 right through the brain. *James Pond!* A third version for the New Year!

"David, I have to go. There's no time to waste."

"It's just down the corridor on the left."

"What?"

"The little boy's room"

"David, this is no time to be discussing latrines. There's work to be done."

FADE to Scene: in the back of the limo. *WWF Wrestling is being beamed live into the car and the female stars of Cats are with me in full costume enjoying the champagne and Randy Savage.*

Continued ☛

Nick & Jon Court, THE DOME

Most wanted pressie from Santa has to be a machine which can play *Formula One Grand Prix* faster and more detailed than a high-end PC.

Our favourite game has to be *Formula One* (except for *Bob's Bad Day*, but we should not mention our own product – at £25.99 published by Psygnosis and at a computer shop near you now!)



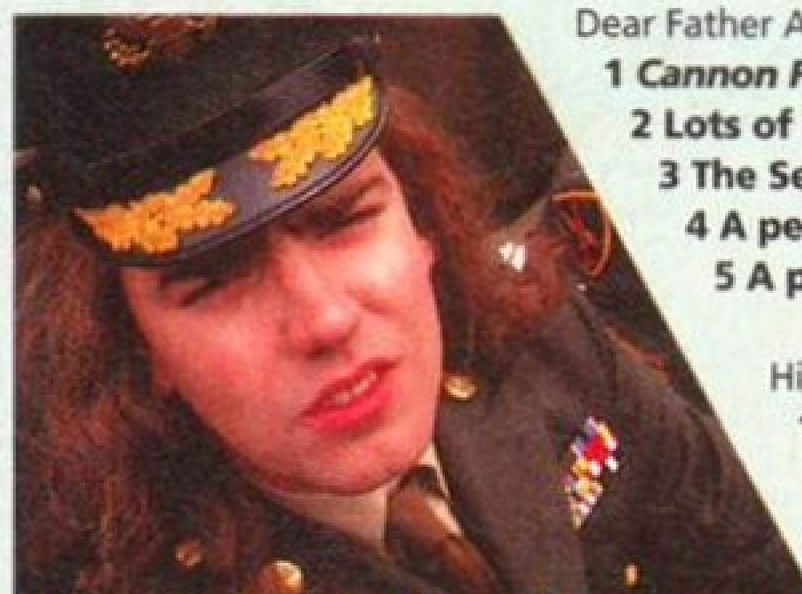
***Formula One Grand Prix* – they're completely mad about it. Or just completely mad, of course...**

Our favourite record just has to be one minute, 15.3 seconds at Mexico, although I managed a pretty decent lap time in Germany, and my time for France wasn't that bad, and the time in Belgium...



Our very best moment for the Amiga during 1993 was when we took delivery of a brand spanking new A1200 which played *Formula One* brilliantly (it also played *Bob's Bad Day* rather nicely, too, but we're unable to say anything about...). And the worst moment was when the man from Psygnosis killed the A1200 two days later.

JON HARE, SENSIBLE SOFTWARE





At this point, we should say something about 'getting one's chopper out for the lads', but I don't think Noel Coward would be impressed.

Dear Father Amigamas, please can I have for Christmas:

1. ***Cannon Fodder* at Number one in the charts**
2. **Lots of royalties**
3. **The Sensible Software 'WAR' video**
4. **A penis extension kit**
5. **A penis**

Highlights of the year:

1. **My five-year-old daughter's first poem**
2. **Norwich qualifying for Europe**
3. **Doing the 'WAR' video**
4. **Buying a nice house (thank you, *SensiSoccer*)**

Fave game of 1993:
***Scrabble* on a board**
Fave film of 1993:
Electric Porno Hippopotamus
Fave book of 1993:
Diary of a Hippo Pervert
Fave record of 1993:
Lenny Kravitz's new one
Fave hardware of 1993: **My Zydec mouse**

Amiga ups and downs
None really, but too much new non-standard hardware to confuse the public and dilute the developer.

CHARLES CECIL, REVOLUTION SOFTWARE



From Commodore we would like them to:

1 Sell hard drives as standard with all A1200s so that developers can aim their products at hard drive users only.

2 Bundle the A1200 with hard drive and monitor for much less than a PC system. This seems to be the only way to ensure that ground is not lost to the rival formats.

3 Realise they have a loyal following to which the CD³² should be aimed rather than at Nintendo and Sega users.

4 Invent a revolutionary anti-copying device to stop the thieves ripping off our games.

5 Convince the publishing community that the Amiga is not going to die and so avoid a self-fulfilling prophecy occurring.

RICHARD EDDY, CODEMASTERS



Hurrah! For 'tis Chrimbo! Right, what do I want in my stocking from Commodore? To keep home computing alive. It's really important — that's exactly where our next generation of programmers is coming from. You can't exactly get a lot of experience programming on a Super Nintendo (not enough buttons, y'see).

So, Commodore – push the point that the Amiga also opens a whole new world for users beyond what the consoles can offer. And, aspiring Amiga programmers, send your game or routine demos to David Thompson, Project Manager, at the usual Codemasters address.

Best thing about this year's yuletide season? *Micro Machines* (surely the most utterly playable two-player head-to-head racing game ever to grace your disk drive).



***Micro Machines* – OK, we shouldn't let him plug his own game, but it's *sooo* good!**

Ah, what a year it has been. Highlights have included Codemasters (and their American chums) smashing Nintendo in the courts and being the first UK game publisher ever to have a whole TV show devoted to one game (*Cosmic Spacehead*, a Sega arcade adventure coming soon on Amiga, was the theme for a Central TV-produced show, aired in October). Bad point of the year is, as always, piracy. You sad bunch of parasites – y'know, why not come round and steal the bloody programmer's furniture too?

JOLYON RALPH, ALMATHERA

What I would like Commodore to deliver for Christmas: **Apart from the heads of certain high-ranking Commodore international officials mounted on sharp sticks, there's only one thing I want from Commodore – the near mythical CD[32] expansion drive for the A1200.**

Favourite game: **Well, I don't get to play as many Amiga games as I used to, but there are three classics which stand out in my mind – *Pinball Fantasies, Diggers*, and my favourite of the year – *Superfrog* from Team 17.**

Favourite serious software: **This is difficult. I use so many packages day-to-day, and many of them are excellent. Special mentions go to *Directory Opus, SAS C 6.3* and *Art Department Professional*. My award for the most fun and easy to use software goes to *LightWave 3D* – the 3D rendering package bundled with the Video Toaster – pure fun.**

Favourite hardware: **Special mentions to the V-Lab YC (the best video digitiser for the Amiga) and the incredibly fast Toshiba XM3401B CD-ROM drive, but my favourite of the year is the Sunrise AD512 16-bit CD quality direct-to-disk sound sampling board. A bit pricey at over £1,000, but well worth the money – the quality is absolutely perfect.**

Favourite film: ***Jurassic Park*, despite butchering the plot beyond recognition**
Favourite book: ***Trojan* by James Folett**
Favourite record: ***Elemental* by Tears for Fears**
Worst moment for the Amiga in 1993: **The continual announcements of the departure of some of the best people from the Commodore Amiga development team.**



A certain *Diggers* on CD[32], picked out as one of the games of the year by a man who knows his software.

6 For everyone to go out and buy the brilliant *Beneath the Steel Sky* – the excellent graphic adventure from Revolution!

Favourite game: ***Alone in the Dark* (for presentation rather than gameplay)**
Favourite film: ***Jurassic Park* (pity about the story, though)**
Favourite record: **Any of the REM singles.**
Best moments : **I can't really think of any!**
Worst moment: **The news of Commodore's financial difficulties, of course.**



You have to admit it's a bit of a looker – *Beneath the Steel Sky*, from Revolution.

IT LOOKS LIKE REINDEER – concluded

I'm talking on the phone to my boss as the other line tirelessly rings. Digbins picks it up and takes a message.

"Michael, this is Defcon 1. Real important. There will be some product out for the Amiga around Christmas, but what games are going to be on sale straight after? None! So I was thinking..."

***FADE to Scene: opens in massive press conference hastily arranged at the Albert Hall.** It's packed and thousands of pasty-faced journos are stuffing free sandwiches into their jackets. I look around and realise that they are hanging on my every word. If I do a runner now, we're in trouble big.*

"Please forgive the urgent nature of the press conference, but we felt that as a forward, leading-edge company, that we should warn you of a forthcoming product that will cause such a rush to the stores, you won't know about it. The retail industry has never had it so good. The traditional post-Christmas blues will now be replaced by a psychedelic rainbow kind of effect with cheese on the moon..."

I was losing it – and it showed. The front row began to shift nervously in their seats and my suit felt much too big. I was dying.

"*James Pond 3!*" I blurted out. An immediate change in the audience's mood. Eyebrows arched and pens twitched, poised over scruffy little notepads, with the noteable exception of the staff of *Amiga Format* who all had Apple Newtons – typical.



Can the lad Smith save the world with his simple fishy ruse?

"We're going to release *James Pond 3* on all Amiga formats in the months of February and March next year. This game has already been acclaimed as the best yet. Over 140 levels, bigger, more animated sprites. Special equipment like a Fruit suit, Spring boots.

"He punches, jumps and he runs faster than any other platform character. He has always proved to be an outstanding success and this will undoubtedly mark him as the '*Sonic*' of the Amiga. So buy it!"

The crowd lept to their feet and cheered heartily. Christmas had been saved by *James Pond*, Commodore were going to sell skip-loads of hardware and I felt pleased.

***FADE to Scene: opens up back in the limo driving to City Airport.** Digbins is humming a Carpenters single. I am, incredibly, on the phone talking to David Frost who wants me to appear on his Sunday morning show.*

"David, can't we record something on Saturday? I'm rubbish in the morning. OK. Saturday, 3pm. Thanks, David. Say hello to the wife for me. No, not my wife, your wife. How...?" The phone went dead.

I sat back in the sumptuous leather upholstery and caught Digbins grinning.

"What are you smirking at?"

"Oh, nothing, sir. It's just I couldn't help overhearing the problem earlier and while you were holding the press conference I took the liberty of buying a container-load of Commodore shares in anticipation of an increase in sales.

"You dolt! How much did you spend?"

"Oh, not much. It was with the change that you left in the ashtray. So in the worst case small losses, and in the best case we'll make a mint."

"Digbins, you're a genius. Take the rest of the day off as a token of my thanks. It's just as well I have large ashtrays..."

fin

"WAIT 'TILL YOU SEE THE REDS OF THEIR EYES..."



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A year in the LIVES OF...

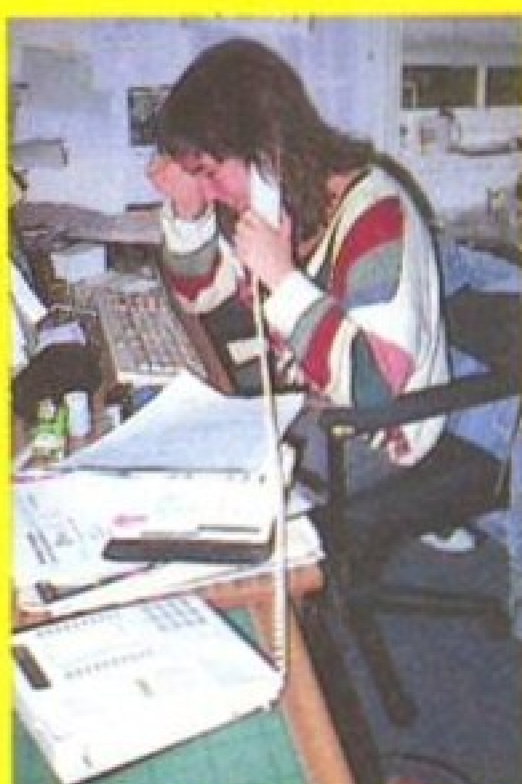
At Christmas draws ever closer, we reflect on all things to have happened to the team in 1993. Take a step inside the *Amiga Format* editorial office and find out what we've all been up to (apart from bringing you the best magazine on the shop shelves) this year...

SUE WHITE

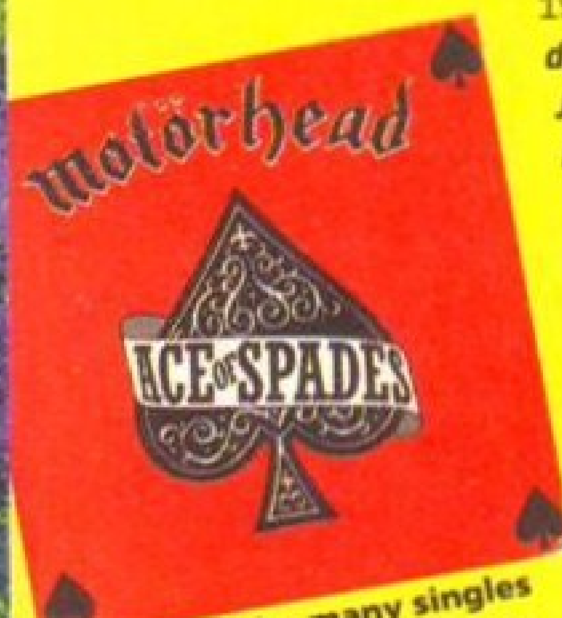
Best moment of 1993: **Cooking fried bread on the top of some fell in the Lake District and, of course, being made art editor of *Amiga Format*.**

Top five games of 1993: ***Soccer Kid, Arabian Nights, Micro Machines, Second Samurai, Indy 4 – Fate of Atlantis* the graphic adventure.**

Top five films of 1993: ***Cyrano de Bergerac, Jurassic Park, In the Line of Fire, This is Spinal Tap, Aladdin.***



Art ed Sue "I'm shy really" spends her days phoning record companies trying to get backstage passes to gigs.



Just one of the many singles Sue claims to have sung the backing vocals for. "If you listen really carefully..."

Top five records of 1993: ***Ace of Spades* – Motorhead, *It's a Shame About Ray* – The Lemonheads, *Ten* – Pearl Jam, *Sweet Oblivion* – Screaming Trees, *Weasels Ripped My Flesh* – Frank Zappa.**

Favourite book of 1993: ***The Van* – Roddy Doyle.**

What you would like for Christmas 1993: **My eyesight back.**

JULIE TOLLEY

Best moment of 1993: **becoming deputy editor of *Amiga Format*, and wearing platforms and flares for the second time around!**

Top five games of 1993: ***Micro Machines, Monkey Island 2, Soccer Kid, Lemmings 2, Bully's Sporting Darts.***

Top five films of 1993: ***Reservoir Dogs, The Hairdresser's Husband* (on video), *Groundhog Day, Strictly Ballroom, Bill and Ted's Excellent Adventure.***



Deputy ed Jules is rather nice. But beware the baleful glance when you return late from the pub at lunchtime.



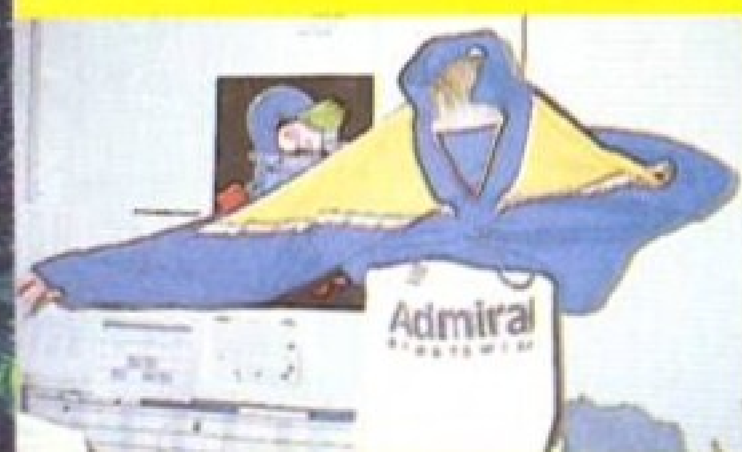
"It's not nice, it's not funny, but it is clever," says Jules of *Reservoir Dogs* in her best 'teacher' voice.

Top five records of 1993: ***Two Princes* – The Spin Doctors, *Sidewinder Sleeps Tonight* – REM, *Cantaloupe* – Us Three, *The Antidote* (LP) – Ronny Jordan, and a unique version of *Gordon Is A Moron* by Jilted John, sung to me on holiday.**

Favourite Book of 1993: ***Oranges Are Not The Only Fruit* – Jeanette Winterson.**

What do you want for Christmas 1993: **The muscly man in the Häagen Dazs magazine advertisement with ice cream running down his back.**

STEVE BRADLEY

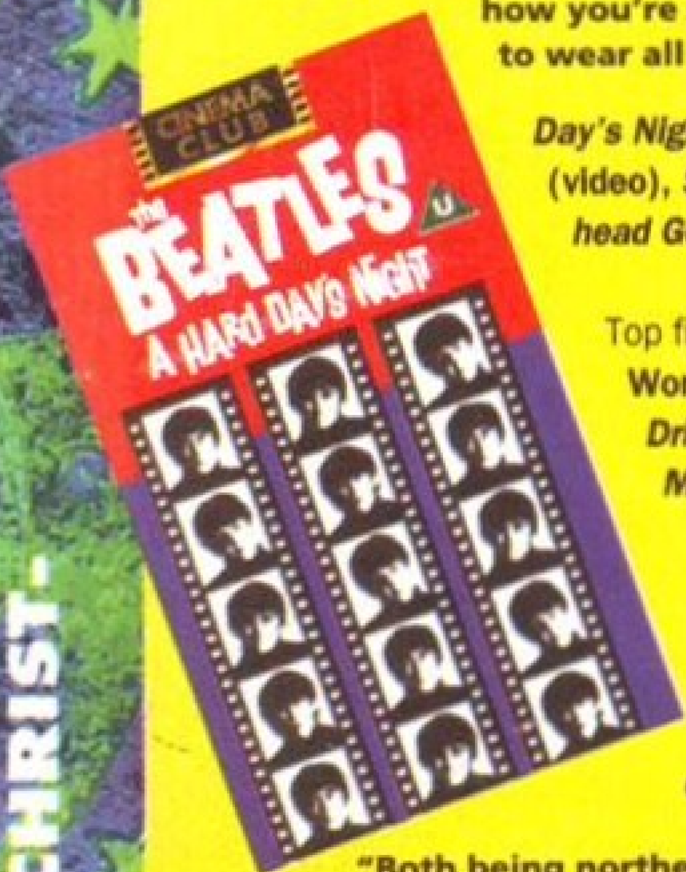


"I'm good at sport, me" says Staff writer Steve. "I'm just not sure how you're supposed to wear all the gear."

Best moment of 1993: **Brian Deane's equaliser (last kick of the match!) versus Manchester City on the first day of the football season!**

Top five games of 1993: ***Soccer Kid, Sensible Soccer v1.1, Desert Strike, Flashback, Micro Machines.***

Top five films of 1993: ***A Hard Day's Night, Last Action Hero, Nirvana – Heart Shaped Box* (video), *Saturday Night, Sunday Morning, Beavis and Butt-head Go To The Spermbank.***



"Both being northerners, me and Paul just hit it off immediately..."

Top five records of 1993: ***California Dreamin'* – England World Cup Squad, *Two Princes* – The Spin Doctors, *Drive My Car* – The Beatles, *My Lovin'* – En Vogue, *My Sister* – Juliana Hatfield.**

Favourite book of 1993: ***The Secret History* – Donna Tartt.**

What would you like for Christmas 1993: **A golf course, or Danni Behr (presenter on The Word).**

RICHARD JONES

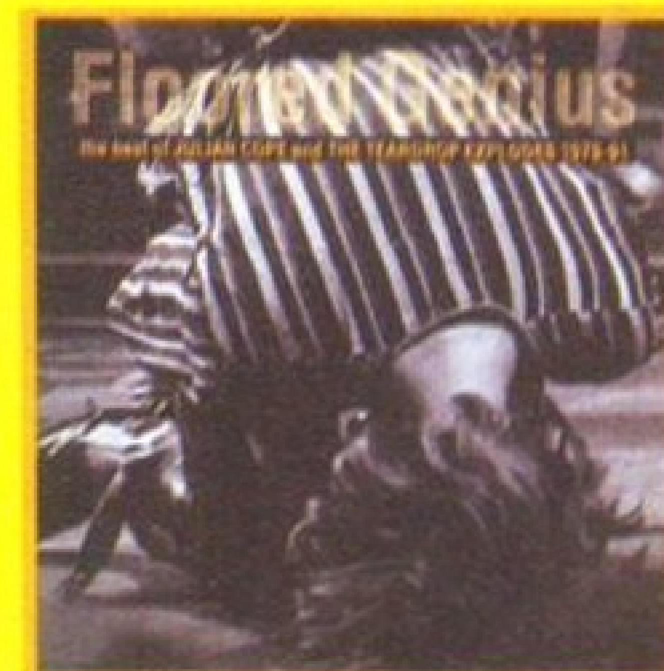
Best moment of 1993: **Birth of my daughter Caitlin and discovering the *Lethal Weapon* pinball table in a local pub.**

Top five games of 1993: ***Second Samurai, Sensible Soccer, Mean Arenas, Donk!, Bully's Sporting Darts.***

Top five films of 1993: **(all videos) *The Unforgiven, Blue Steel, The Third Man, Jean de Florette, African Queen.***



Rich's calm, composed exterior covers up a strong sadistic streak which he needs, as production ed, to keep everyone in order.



Drugs, cows, and spacehoppers – just a few things on Rich's fav album.

Top five records of 1993: ***Floored Genius* – Julian Cope, *Code Selfish* – The Fall, *Hello Dad, I'm In Jail* – Was Not Was, *Jehovah Kill* – Julian Cope, *Bone Machine* – Tom Waits (all right they're all 1992 releases but I've been playing them ever since).**

Favourite book of 1993: ***Mother Tongue* by Bill Bryson.**

What would you like for Christmas 1993: **Peace on earth and a new tape deck.**

MARCUS DYSON

Best moment of 1993: **Learnt to snowboard, made editor of *Amiga Format*.**

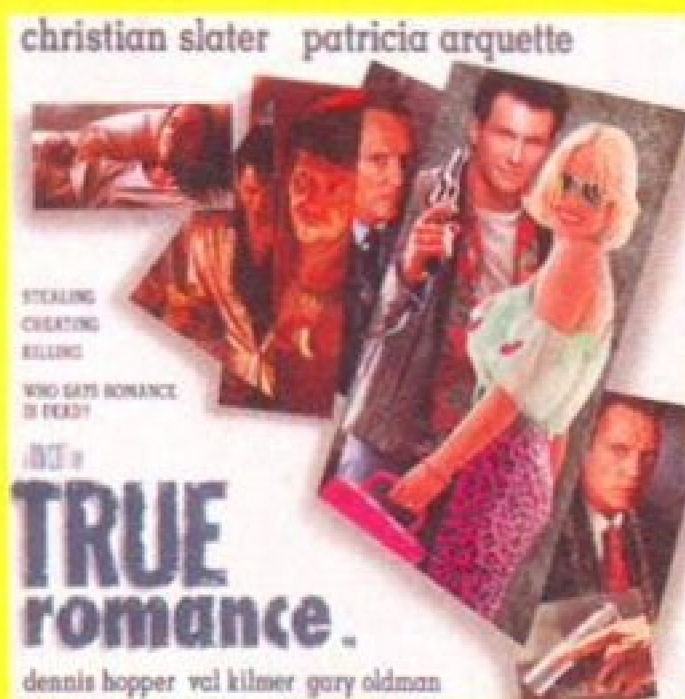
Top five games of 1993: ***Pinball Fantasies AGA, Robocod AGA, SkidMarks, Micro Machines, Uridium 2.***

Top five films of 1993: ***Trouble Bound, True Romance, Groundhog Day, Toys, Singles.***

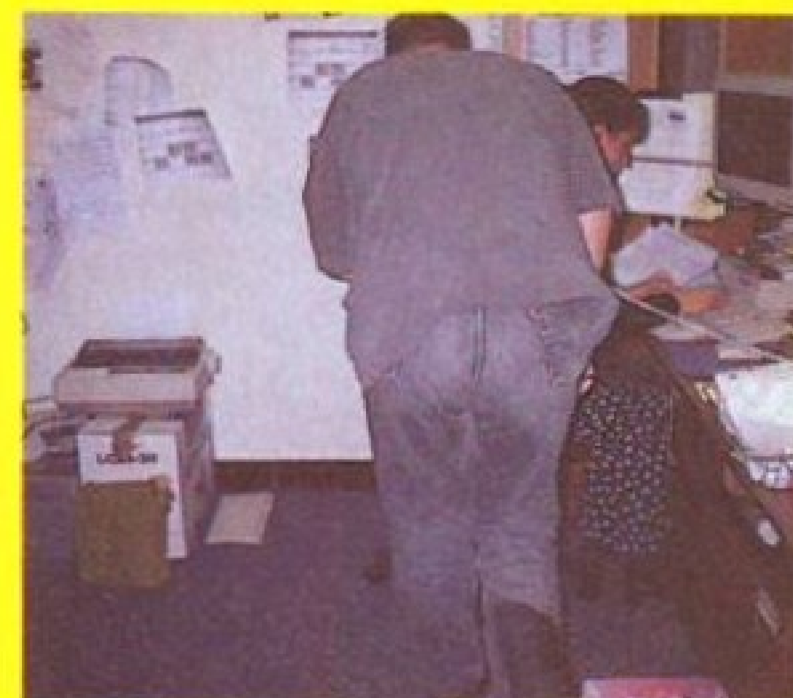
Top five records of 1993: ***Sweet Oblivion* – Screaming Trees, *Saturation* – Urge Overkill, *Greatest Hits* – Cinderblock, *Where You Been* – Dinosaur Jnr, *Dragline* – Paw.**

Favourite book of 1993: ***Suburban Book Of The Dead* – Robert Rankin.**

What would you like for Christmas 1993: **An Amiga 4000/040.**



***True Romance* – a film with a trick title to get all those softies watching a bit of virulent violence.**



"No more photos!" pleads *AF* editor Marcus. "I can't go out any more without being mobbed by nubile young girls," he says dreamily.

RICHARD BAGULEY

Best moment of 1993: **Being rescued from the dark and dingy world of international banking by *Amiga Format*.**

Top five games of 1993: ***Diggers, Frontier, Realms of Arkania, Sim Life, Asokaban.***

Top five books (I don't watch many films) of 1993: ***Sandman – Brief Lives* – Neil Gaiman, *The Crow Road* – Ian Banks, *Virtual Light* – William Gibson, *Jack The Bodiless* – Julian May, *Dr Feggs' Encyclopaedia Of All World Knowledge* – Terry Jones and Michael Palin.**



Top five records of 1993: ***Republic* – New Order, *Symphony No3* – Gorecki, *Dark Side Of The Moon* – Pink Floyd, *Elemental* – TFF, *Amused To Death* – Roger Waters.**



Techie staff writer, Richard, likes cooking veggie food, drinking Guinness and sitting on strange chairs.

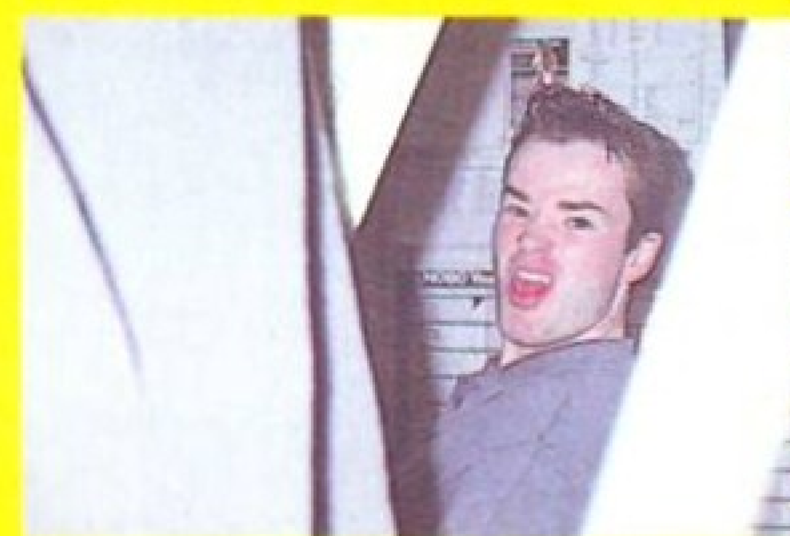
Favourite film of 1993: ***Apocalypse Now* (wide screen video).**

What you'd like for Christmas 1993: **A cure for the common cold.**

Being a bookworm, Baguley prefers to let his own mind form the pictures, instead of going out to them.

ROB MEAD

Best moment of 1993: **Becoming games editor of *AF*, getting a flat in an old people's home, seeing Julian Cope, getting obscene phone calls from Patsy Kensit.**



***AF* games ed Rob once worked in a butchers where they used to cut out pigs' eyes and wink them at customers.**

Top five games of 1993: ***Civilization A1200, Micro Machines, Lemmings 2, Dune 2, Street Fighter 2.***

Top five films of 1993: ***Brazil* (video), *Reservoir Dogs, Death Becomes Her, Jurassic Park, Muppet Xmas Movie.***

Top five records of 1993: ***Rid of Me* (LP) – PJ Harvey, *Revolver* (LP) – The Beatles, *Debut* (LP) – Bjork, *Dusk* (LP) – The The, *Jehovahkill* (LP)– Julian Cope.**

Favourite book of 1993: ***101 Things To Do With A Vegetable Vindaloo.***

What you would like for Christmas: **World peace, pots of money,**



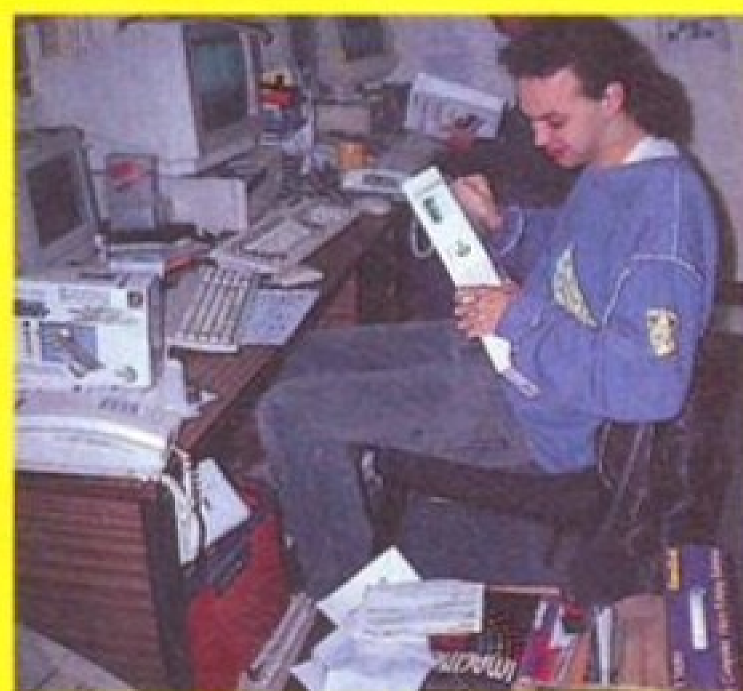
"Visceral garage rock, nineties post-feminist blues, rockabilly from hell," is how Rob describes one of his fav records!

NICK VEITCH

Best moment of 1993: **Conning my previous employers into giving me a backdated pay rise two weeks before I resigned.**

Top five games of 1983: ***Thrust, Uridium, King, Dropzone, Sword of Aragon.***

Top five films of 1983: ***Brazil, Born On The Fourth Of July, The Beast That Ate Tokyo, Rear Window, They Drove By Night.***



Consultant ed Nick's favourite colour is black and his favourite day is Tuesday.



Although Nick hasn't been swept up in the latest dinosaur craze, he's always been a firm fan of T-Rex.

Top five records of 1983: ***Telegram Sam* – T-Rex, *Rattus Norvegicus* – The Stranglers, *Amused to Death* – Roger Waters, *Machine Head* – Deep Purple, *Animals* – Pink Floyd.**

Favourite book of 1983: ***Phineus Finn* – Anthony Trollope**

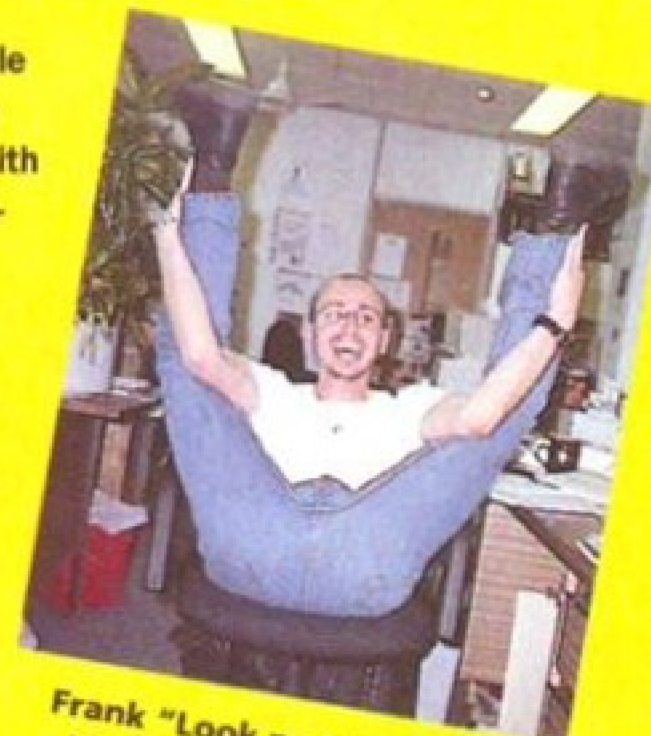
What you want for Christmas: **I would like to know what happened to the years 1983-93 as they seem to be missing from my memory banks.**

FRANK BARTUCCA

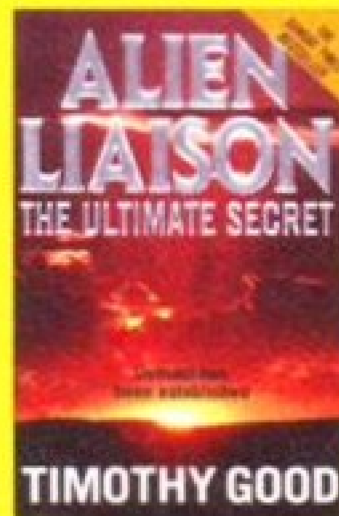
Best moment of 1993: **Turning 24 while in Italy with my family and acquiring a wealth of wisdom, becoming at one with myself and growing up a bit, and passing my driving test.**

Top five games of 1993: **Chess, Pitch and Putt, *Kick Off, Sonic*, Pictionary.**

Top five films of 1993: ***Taxi Driver* (always), closely followed by *Mean Streets, The Crying Game, A Fish Called Wanda, The Likely Lads.***



Frank "Look no VPL on me" is *AF*'s multi-talented designer.



***Alien Liaison* – wishful thinking from Frank.**

Favourite five records of 1993: ***Zooropa* – U2, *Debut* – Bjork, *A Love Supreme* – John Coltrane, *Ancorassieme* – Claudio Baglioni, *Are You Gonna Go My Way* – Lenny Kravitz.**

Favourite book of 1993: ***Alien Liaison* – Wow! They're really out there, man.**

What would you most like for Christmas 1993: **A good woman!**

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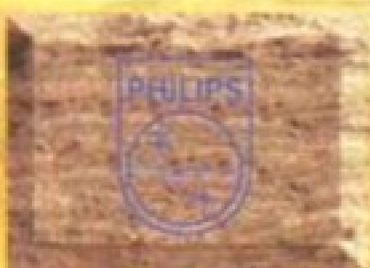


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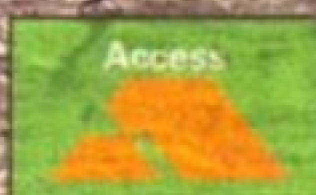
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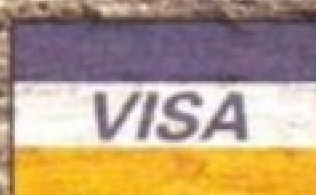
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BJ200/230	£15.59	BJ800 - Cyan#	£21.95
BJ600 - Black	£6.95	BJ800 - Magenta#	£21.95
BJ600 - Cyan	£8.95	BJ800 - Yellow#	£21.95
BJ600 - Magenta	£8.95		
BJ600 - Yellow	£8.95		

(*Also for Apple StyleWriter)
(#Also Apple Colour)

SHEET FEEDERS:
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CITIZEN Accessories & Consumables

RIBBONS:

	MONO	COLOUR
120D	£3.95	NONE
90/C	£3.95	£15.95
24/200/240	£4.45	£15.95

AUTO SHEET FEEDERS: All 80 Column Models (Please state) £86.95

ACCESSORIES:

9/24Pin, 80Column Colour Kit (not 124)	£37.95
24Pin, 32K RAM Expansion (not 200/240)	£13.95
24Pin, 32K RAM Expansion for 200/240	£19.95
24Pin, 128K RAM Expansion (not 200/240)	£32.95

star Accessories & Consumables

	MONO	COLOUR
RIBBONS:		
LC10/20/100	£3.95	£5.95
LC200	£5.95	£10.95
LC24/200	£6.25	£12.45
INKJET CARTRIDGES:		
SJ48	£15.95	NONE
SJ144	£10.95	£12.95

AUTO SHEET FEEDERS: All 80Column Models... (Please specify model when ordering) £84.95

hp Accessories & Consumables

	MONO	COLOUR
INKJET CARTRIDGES:		
Deskjet/Deskwriter	£21.95 DoubleLife	£24.95 Standard
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Amiga Boards UPGRADES

Now you can expand your Amiga beyond the capabilities of many "business" computers with one of a range of upgrades from Harwoods.

Blizzard 1200 Memory Board

Winner of Amiga Format's Gold Award with a 93% rating the specification is impressive...

1. 4mb RAM as standard & option to add a further 4Mb.
2. 32Bit LIGHTNING FAST Zero wait state FAST RAM (normally quicker than PCMCIA cards)
3. Real Time battery backed clock
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5. Easy A1200 "Trapdoor" fitting retaining CBM Warranties
6. Compact design utilising latest SMT technology
7. Full TWO YEAR WARRANTY

BLIZZARD 1200-4Mb BOARD	£179.95
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33MHz. FPU Maths Co-Processor	£79.95
BUY ALL THREE TOGETHER FOR JUST...	£369.95

Blizzard 1230 Turbo Accelerator

From the makers of the acclaimed Blizzard 1200 RAM Board comes a great A1200 Accelerator...

1. 400-500% performance increase on all applications (with additional on board RAM)
2. Optional fast (up to 10Mb/sec) DMA SCSI-II interface for CD ROM etc. (CDTV, ISO-9660 Formats), Removable/ Drives (Syquests Bernoulli etc) as used on Macintosh etc.
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5. Up to 64Mb of 32-Bit RAM using standard 72 Pin SIMMS
6. Battery backed real time clock
7. Easy trap door installation. Does NOT void warranties
8. No software required, just plug in and go!

BLIZZARD 123 TURBO (0Mb.)	£244.95
4Mb. RAM Expansion, 32Bit SIMM	£179.95
33MHz. FPU Maths Co-Processor	£79.95
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Lightning FAST Hard Disk access for all Amiga A4000 owners. The only IDE answer...

1. Fast (up to 10Mb/sec) DMA SCSI-II interface for CD ROM etc. (CDTV, ISO-9660 Formats), Optical/Removable Drives (Syquests etc) as used on Apple Macintosh etc.
2. Expandable up to 64Mb of 32-Bit Fast RAM
3. Requires no Buster Chip upgrade!!!
4. Compatible with all existing Amiga A4000's
5. 4 x 32-Bit SIMM Sockets

Exceptional Value FASTLANE Z3... £329.95

GVP Accelerator Boards

GVP 1230 - 40MHz. 68030ec, 32Bit BOARD
With 1Mb. RAM £289.95
With 4Mb. RAM £479.95
Ask about RAM upgrades and Maths Co-Pro's

SUPRA Turbo 28MHz Accelerator

Compatible with ALL A500's & A500Plus (A1500 & 2000 versions available, please ask for details)...

1. Plugs into sidecar expansion slot A500/A500Plus
2. Speeds up your Amiga - up to FOUR TIMES NORMAL SPEED!
3. With throughport for RAM/Hard Drive Expansion etc.

Amiga MUST have some FAST RAM (only std A500Plus do not). Any sidecar or GVP HD RAM already fitted is FAST RAM.

A1200 Performance at only... £129.95

Shown on these two pages are just selections of our extensive range of Amiga Peripherals and Accessories which we are continually extending as new products become available. Please phone us if the item you need is not listed or to enquire about latest news.

BY PHONE: Phone our Order Hotline with your Access, Visa, Mastercard Switch or Lombard Creditcharge Card quoting number & expiry date (Most Dixons, Currys, NASCR and other 'store' cards are Lombard Creditcharge and are happily accepted by us).



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All prices are inclusive of VAT at 17.5%. Prices are correct at time of going to press and subject to availability. E&OE.

THE POWER USER



1 MIRACLE PIANO TUTOR
Learn to play the piano with this excellent software and keyboard combination, which takes you from basic fingering exercises to full performances with orchestral backing.

PRICE	£299.99
Mindscape	0444 246333

2 PANASONIC KX-P4410 LASER PRINTER
Improve the quality of your print-outs with this budget-priced high-performance laser printer from Panasonic. Includes a free copy of *Wordworth AGA*.

PRICE	£549.99
Indi Direct	0543 419999

3 DATEL GRAPHICS TABLET
Bored with using your mouse? Why not try using a graphics tablet, like the Genius digitising tablet? It's more like using a pen than a mouse, giving a more natural feel to your drawings.

PRICE	£129.99
Datel Electronics	0782 744707

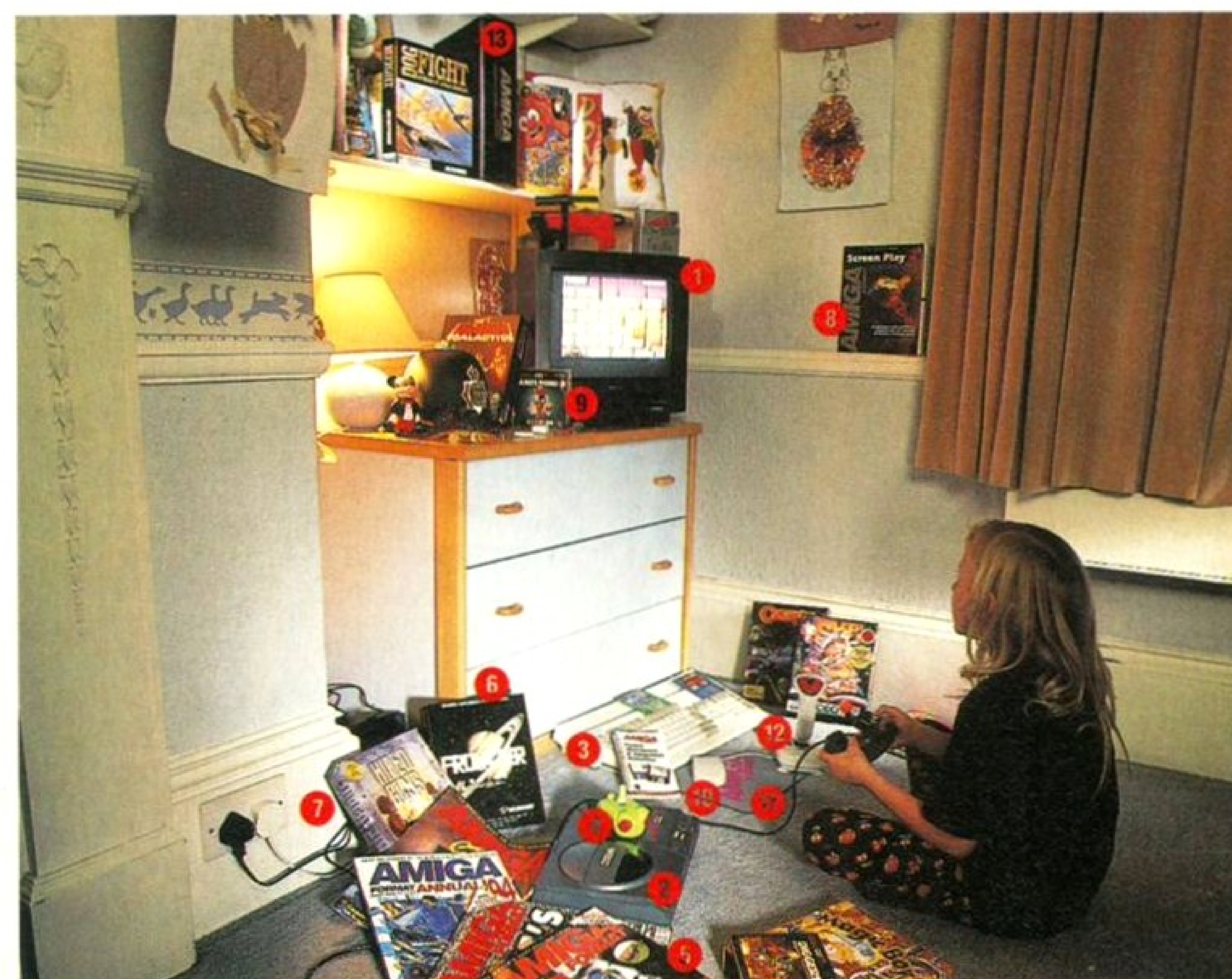
4 COMMODORE 1942 MONITOR
If you're serious about your Amiga work, you'll need the best picture you can get. This monitor is a dual-sync model, so you can also use all of those nice new super-high-resolution AGA modes. With a .28 dot pitch, the picture quality is excellent.

PRICE	£399
Silica	081-309 1111

THE PERFECT GIFT

Come Christmastime (and that's this time of year, in case you haven't been concentrating) it's not always easy to they'd like more than a new gizmo or gadget for their machine. So we've taken a look around the Amiga scene

THE GAME PLAYER



1 PHILIPS PRO 2000 MONITOR/TV
If you want excellent picture quality from your Amiga and the ability to watch *East Enders* without any tedious messing around with cables, look no further than this Monitor/TV. With a 14-inch FST tube, RGB SCART input and excellent sound – what more could you want?

PRICE	£239.95
Harwoods	0773 836781

2 AMIGA CD32
The future of Amiga games is here, in the form of Commodore's latest Amiga. It's a CD-based console, built around the same powerful CPU and custom chip set as the A1200. Comes with two excellent games : *Diggers* (FG93%) and *Oscar*.

PRICE	£299
Commodore	0628 770088

3 AMIGA 1200
Commodore's flagship machine not only plays many stonking games, but the Desktop Dynamite pack comes with the excellent drawing program *DPaint IV* and *Wordworth*. Plus, don't forget the two games: *Oscar* and *Dennis*.

PRICE	£349.99
Commodore	0628 770088

4 THE BUG
It may look somewhat weird, but it's one of the finest joysticks we've ever seen. In fact, the gospel truth is that it's so popular in the *AF* offices that

5 CDTV
It may not be state-of-the-art, but it's still a 1Mb Amiga with CD-ROM drive, floppy disk drive, keyboard and mouse for an extremely good price. It can also be used as a CD-ROM drive on a big box Amiga with the PD *ParNet* software.

PRICE	£229.99
Indi Direct	0543 419999

6 A4000/030
Filling the gap between the A4000/040 and A1200, this is powerful and extremely expandable, with a 25 Mhz 68030 processor and space for an extra hard drive and up to 18 Mb of memory on board.

PRICE	From £965 + VAT
Commodore	0628 770088

7 WORDWORTH 2
Word processing gets serious! This powerful and easy to use program from Digita is definitely one of the finest word processors on the Amiga, though Version 3 is due early next year.

PRICE	£99.95
DIGITA	0395 270273

8 BRILLIANCE
You probably got a copy of *DPaint* with your Amiga, but that's getting a little long in the tooth these days. Digital Creations started from scratch to produce this powerful *AF* Gold winning package.

PRICE	£199.95
Meridian	081-543 3500

9 VIDI AMIGA 12
Capturing the real world and saving it to your hard disk has never been easier than with this video digitiser. This gadget is more fun that you might imagine – it can take a video signal from a camera or VCR and convert the picture on your TV screen into an IFF file for printing out, or using as a basis for your own pictures in *Brilliance* or *DPaint*.

PRICE	£99.95
Rombo	0506 414631

10 MORPH PLUS
If you've ever had a yen to transform a baby into an owl, or a car into a running horse, this could be the program for you. The powerful graphics package takes one image and smoothly transforms it into another – it's the technique used for many TV ads and in the *Terminator 2* movie. Very weird and very wonderful.

PRICE	£199.95
Meridian	081-543 3500

11 FINAL COPY II
Softwood's latest barrage in the war of the word processors is *Final Copy II*, although fresh hostilities are soon to break out with the release of *Final Writer*, a big brother to this program. This latest version supports the AGA modes on the A1200 and A4000. In operation it's quite similar to Wordworth 2, so you don't need both!

PRICE	£99.95
Harwoods	0773 836781

12 TRIFECTA
Getting a little short on hard disk space? Why not add a few extra megabytes of very fast disk space by adding a SCSI 2 hard disk drive and interface to your machine.

PRICE	£239 (80Mb)
Power Computing	0234 843388

13 SPORTSTER MODEM
There's a whole virtual world of bulletin boards and on-line games out there, and this *AF* Gold-rated modem could give you access to it. It's small, fast, reliable and only looks a little bit like a stylophone.

PRICE	£249.99
Phoenix	0532 350091

15 POWER SCANNER
If you're involved in Desk Top Publishing, you'll know how useful it is to be able to scan illustrations or other printed images into your computer and include them in your documents.

PRICE	£119 (mono)
Power Computing	0234 843388

16 NICK VEITCH
To complete the Amiga set-up for the serious Amiga user, why not add a Veitch? An excellent source of knowledge about the Amiga, but watch out for the excessive Guinness consumption and bad language.

PRICE	1 Pt Guinness per hour.
Future Publishing	0225 442244

FOR CHRISTMAS

decide what to get your loved ones. But if they are Amiga users, you can take it from us that there's nothing and come up with one or two gift ideas, from stocking fillers right up to spoilt brat presents.

ours keep falling apart from overuse and we have to buy new ones all the time. Also available in black with silver 'eyes'.

PRICE	£14.99
Cheetah	061-954 4060

5 AMIGA FORMAT
Keep in touch with all the latest developments in the world of the Amiga with *Amiga Format*, the world's biggest selling Amiga magazine, and *Amiga Format Specials*, each edition of which concentrates on a different aspect of the Amiga.

PRICE	From £3.95
Future Publishing	0458 73279

6 FRONTIER
Cruise around the universe, buying things, selling them and shooting pirates. You can also take on missions such as military courier, passengers or assassinations. It takes some getting into, but it's definitely worth the effort.

PRICE	£29.95
Gametek	0753 553445

7 HIRED GUNS
Shooting hideous alien muties has never been so much fun! This state-of-the-art game has you playing a group of four mercenaries in a variety of increasingly difficult missions to free a plant from genetic freakdom. Violent , but great fun.

PRICE	£34.99
Psygnosis	051-709 5755

8 SCREENPLAY 2
Learn the secrets of successful game playing in this book written by all-round Amiga games expert and ex-*AF* writer Maff Evans, a man who has been reviewing Amiga games and giving the best tips in the business ever since the first Amiga 500 came out in 1987. Packed with hints, tips cheats and solutions, this is an invaluable guide for the serious games player.

PRICE	£9.95
Future Publishing	0225 442244

9 JAMES POND 2 – ROBOCOD CD32
Dr Maybe has taken over the main toy factory at the north pole, and is making all of the cuddly penguins explosive. Can special agent James Pond (codename : Robocod) use his experimental Robocod expandosuit to foil Dr Maybe's evil plan? One of the classic Amiga games comes to the CD32, but remember it's also available on floppy disk at a bargain budget price.

PRICE	£29.99
MILLENNIUM	0223 844894

10 POWERMOUSE
The older Amiga mice were dreadful things, the mouse which comes with the A1200 still leaves something to be desired, and the CD32 doesn't come with a mouse at all. The Powermouse is smooth, with a 400dpi resolution.

PRICE	£15
Power Computing	0234 843388

11 MOUSE MAT
Give your mouse a life of ease with this *Amiga Format* mouse mat. It's emblazoned with the *Amiga Format* logo, it's flat, with rounded corners and you can put your mouse on it.

PRICE	£7.99
Future Publishing	0458 73279

12 ANALOGUE JOYSTICK
Flight sims can be much more realistic with an analogue joystick: after all, real pilots don't use a Bug. Aanalogue sticks also give much smoother, more realistic control because the amount your plane or car turns is proportional to the amount you move the 'stick by! This model sits easily in the hand, with the fire buttons in a comfortable position.

PRICE	£20 to £120
Phoenix	0532 350652

13 AMIGA FORMAT BINDERS
Keep your copies of the world's best Amiga magazine in pristine condition with these binders. Also note that you get one of these completely free if you take out a subscription to *AF* – and subscribers get a free extra disk in the post every month, packed with lots of PD and Shareware software – things like utilities and games. Subscribers also receive a free newsletter every month detailing all the behind-the-scenes goings-on at the world's best Amiga magazine! An ideal pressie!

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WARNING

Due to the exchange rate, or manufacturer's changes or due to current RAM shortage, some prices may alter, either up or down, during the several weeks between going to press and the end of the month of issue. We would ask that prices be confirmed by telephone before ordering.

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Exclusively from Hobbyte, you can choose your own Amiga and software combination and still benefit from the huge savings only available from package deals. Want an A600 pack for small children? No problem! A professional pack for music or programming? It's up to you!

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OTHER ACCESSORIES - PLEASE ASK.
*Acceptance of pre-V2 machines may be limited

A500/600/CDTV

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A Must for new users!
Microswitched joystick, "Get the Most from your Amiga" book, 10 Blank discs, 80 capacity lockable disc box, mouse mat, dust cover, Virus Killer.

A500+ and A600s come complete with mouse, modulator to connect to TV, or monitor lead as required, all cables, manuals, operating discs and utilities

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	INCLUDED AS STANDARD	ALONE £	PLUS STARTER £	WARRANTY	EXTRAS
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A500+ CARTOON CLASSICS	Captain Planet, Lemmings, The Simpsons, DPaint III*	194.99	209.99		
A600 SD 1MB	-	174.90	189.90	12 months at home	Extra 1MB £35 • 2Mb PCMCIA £109 4MB PCMCIA £169 • Romsharer £45
A600 SD WILD, WEIRD AND WICKED	Silly Putty, F1 Grand Prix, Pushover, Deluxe Paint III*, 700 clip art set	194.99	209.99		
A600 HD 20		269.99	284.99		
EPIC PACK PLUS 40	Epic, Rome, Myth, Trivial Pursuit, Amiga Text, Deluxe Paint III*, 700 clip art set	319.90	334.90		
64		349.99	364.99		
85		389.99	404.99		
A600 HD 80	-	365.99	379.99	12 months return base	
120		415.99	429.99		
210		569.99	584.99		
CDTV MULTI MEDIA	Audio Discs/CD Player, Keyb'd, Fdrive, Mouse, Remote Controller, Caddy, Welcome Disc, Fish Disc	229.99	244.99		Brickette £45
CBM 1084 SD	+ leads	178.90		1 year	PiP Monitor to TV Converter - £99
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A4000/ 30 & 40

A4000/30: AGA Chip Set + 68030 processor, 68882 25/50 MHz co-processor option, 256,000 colours from 16.6M, scan doubling for flicker free display, Mouse, Amiga 3.5"/1.76 MB 3.5" drive, Hard Drive as below, Amiga DOS 3.0 system and utilities, **Next day on-site warranty**
A4000/40: As above, but featuring the blistering 68040 processor, with full floating point facilities **NOT** EC version. UK models with on-site warranty...**NOT** imports!

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80	WARNING - 1 + 1MB A4000s will not run most serious AGA s/w packages. If required, subtract £70 from 2 + 2MB prices	965	ADD £80 • ADD £80 • ADD £80 2 + 4 MB version comes with 2MB chip RAM + one 4MB chip of fast RAM, for on-board expansion to 16MB. We do not fit two x 2MB chips of fast RAM, which gives on-board expansion of only 8MB.	1889	Extra 2MB for 2+2 versions £99 • Extra 4MB for 2+4 versions £159 • Microvitec Cubscan 1440 recommended £399.99 • Same day warranty £39.99, extra 2 yrs £99.99
120		1054		1915	
160		1079 SPECIAL		1959	
240		1149		2139	
340		1279		2299	
540		1599		2459	

A4000/30 CO-PROs
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68882 50MHz .... ADD £160
Fitting FOC if purchasing A4000

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CD^{32} + FMV Card as above
PLUS FREE MUSIC VIDEO DISC
£465

CD^{32}
Standard warranty is 12 months return to base.
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Extra 2yrs on-site warranty £69.99

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Full Motion Video module for CD^{32} (with Free Music Video Disc) £189.99
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A1200

1200 2MB	269
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1200 +80MB HD	469
1200 +120MB HD	519
1200 +207MB HD	589
Extra 4MB + clock fitted	ADD £200

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Full legal installation/utility disc and documentation and come with CBM on-site warranty service.

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"THE BUG"	The only joystick **ever** to be given a Gold rating **92% AF**, positive single-handed action, small and lovely!
10 "Hot List" Games The GREATEST!	See listing to the right for current **HOT LIST**, or phone for latest changes. Children's games available.
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Perfect for all Home Office needs

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Digita Home Accounts
Any Two Hot List Titles

WP with UK spell chck, Thesaurus spreadsheet, 'Sideways' utility, database, graphics + comms module
Keep track of credit card and bank accounts, budgets, etc

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Thunderbirds (7yrs+) ‡
F1 Grand Prix - 92% AF
Silly Putty - 90%+ lots of mags
Elf/Toki/Puzznic (counts as 2) ‡
Paperboy II ‡
Hunt for Red October
Colossus Chess @
Challenge Golf
Battleships classic board game
Graeme Souness Soccer
Neighbours
Frankenstein ‡ @
Captain Planet
Silkworm Helicopter 93% CU
Edd the Duck ‡
Stack Up ‡
Lemmings 92% AF
Round the Bend ‡
Continental Circus - 8 race circuits 92% AA@
World Cricket
Bart Simpson
Spiderman/Cptn America ‡ @
Ice Hockey
Xenon - C+VG Game of the Month
Blade Warrior - A Power, AF, AAction superb reviews
Toobin Rapid riding
AWARD WINNERS
Space Ace, Kick Off, PipeMania, Populuos (counts as 2)

‡ PARTICULARLY SUITABLE FOR CHILDREN (MAY NEED HELP)
@ NOT A1200 COMPATIBLE
TITLES MAY VARY

STOP PRESS! Desktop Dynamite AGA pack (see 1200 box) £69 with Amiga £79 alone

*DPIII needs 2MB for animation on HD models.

• AMIGA SPECIALISTS • STAR GOLD DEALER • CDTV CENTRE • PHILIPS APPOINTED DEALER •

MANGA EXPLODES ONTO THE BIG SCREEN

Nationality...Unknown
Age............Unknown
Name...........Unknown
Codename......GOLGO 13

U.S.A



18

The Professional
G O L G O 13

A Manga Entertainment Presentation

THE LEGENDARY COMIC BOOK ASSASSIN AT A CINEMA NEAR YOU FROM NOVEMBER 26th

Friday 26 November:
BIRMINGHAM ODEON
Saturday 27 November:
BIRMINGHAM ODEON
COVENTRY ODEON
BRISTOL ODEON
STOKE ODEON
CARDIFF ODEON

Friday 3 December:
WIMBLEDON ODEON
Saturday 4 December:
WIMBLEDON ODEON
HOLLOWAY ODEON
MUSWELL HILL ODEON
ROMFORD ODEON
PORTSMOUTH ODEON

Friday 10 December:
LEICESTER ODEON
Saturday 11 December:
LEICESTER ODEON
LEEDS ODEON
NOTTINGHAM ODEON
MANCHESTER ODEON
SHEFFIELD ODEON

Saturday 18 December:
GLASGOW ODEON
EDINBURGH ODEON
DUNDEE ODEON
NEWCASTLE ODEON
LIVERPOOL ODEON

All screenings are late-night performances. All dates and cinemas are subject to change. Check local press for details.

THE AMIGA GAMES scene is dying. Like the Vic-20, the Sinclair Spectrum and the Atari STs did before it. But those machines all died out because they were made obsolete by newer and better machines like the Amiga. Users abandoned those machines in droves for the chance of owning a spanking new A500. The Amiga, on the other hand, is still the world's most powerful and flexible home computer. The Amiga isn't losing users to a new super-machine – in fact the newest super-machine *is* an Amiga, the A1200.

No. The Amiga games scene is dying because some Amiga owners are too selfish, and too stupid, to do anything about it. The Amiga games scene is dying because piracy is so rife that software companies can't sell enough copies of most games to make them pay. Companies are abandoning the Amiga in favour of the consoles because while cartridge piracy exists, it is infinitesimal when compared to piracy on the Amiga. The average Amiga game sells around 8,000 copies. There are over 1,500,000 Amigas in the UK alone. This means your average game manages to sell to a mere half of one per cent of all owners.

Pirates have long attempted to justify their actions by claiming that games are too expensive. This may be true, but there is no chance of prices dropping while games are selling in such low quantities. The fact that budget re-releases of games are pirated just as frequently as full-price product makes a mockery of this defence.

Pirates often claim that most games aren't any good. But if a game is no good, why pirate copy it? And the standard of Amiga games is as high or higher than that of the consoles – how many times do you spot the words 'a conversion of an Amiga game' in console mags? Many of the best and most original games came from the Amiga. Sure, some games are crap, but a quick flick through a reputable mag like *Amiga Format's* review pages will prevent anyone wasting money on a dog.

Some pirates claim that they can't afford games. This may be true, but if you can't afford the petrol, you can't drive the car. Tough… but true! If you can't afford the software, you should make do with what you have, or use the PD, or magazine Coverdisk demos, or the local library, or swap with your mates – the options are endless, but for many theft is the easiest one.

Now, we here at *Amiga Format* are writing this feature to get one simple message through to all you Amiga users. If you use copied games you will be responsible for the death of the Amiga games scene. There will be no new games for the Amiga by mid 1995. Now that may sound a long way off, but it will come around sooner than you think, and then that £300 worth of cheese coloured 32-bit wedge will be just so much junk. We don't want the Amiga to die, and we're damn sure you don't either. So think as you tuck in to your Christmas dinner, those cheap games could work out to be very, very expensive indeed.



If you buy and use illegal software you are contributing to the downfall of the Amiga industry.

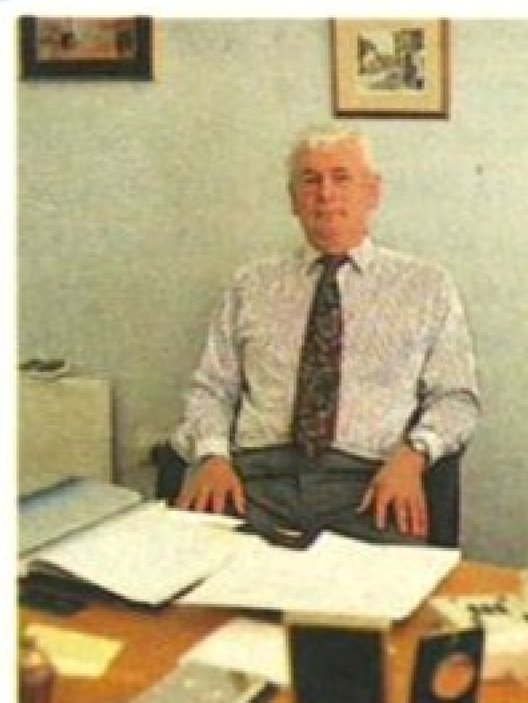
PIRACY: *The kiss of Death*

"It's killing the industry" – so say all those who suffer from it and those who try to prevent it. But the pirates who actually break the law have their point of view too. Over the next four pages we let them all have their say…

JOHN LOADER – LEADING INVESTIGATOR FOR FAST

More than 50,000 illegal disks have been seized by FAST (Federation Against Software Theft) investigators in the past year. They have at least one new case of piracy every week and following a new prosecution initiative funded by ELSPA, they are now awaiting trial on 10 cases. We talked to leading investigator John Loader, who described how FAST came about.

"It was set up in 1984 as a result of the computer industry lobbying parliament to get the law changed. The software industry pushed for the law to include software, the government said OK, but you'll have to set up your own watchdog to keep tabs on it. So FAST was founded in the shape of one man – Bob Hay. The new Copyright Act of '88 actually made it a criminal offence to copy disks."



Leading investigator John Loader uses his 30 year's experience in the MET to help FAST catch crooks.

AF: What sort of sentences does it carry?

JL: For some offences you can get two years' imprisonment, others can be dealt with in a magistrate's court where it carries a six month maximum sentence. But in practice, it doesn't happen often. The alternative is a £5,000 fine and/or six months imprisonment in lower courts, or £5,000 with two years in Crown Court.

AF: What do you feel about the way the law stands at the moment?

JL: The punishments provided are adequate, I'd just like to see them deeper ranging. At the magistrates' court, although they can punish over six months, it is seldom used. But one of the things we try to do is make courts aware of what a problem it is to the software industry… the Amiga is suffering very badly from piracy. You've only got to look at the number of games released last year against the new games that are released this year.

Continued overleaf ☛

JOHN LOADER – LEADING INVESTIGATOR FOR FAST

AF: Do people inform you of pirates?
JL: We get complaints by telephone from all sorts of people – those who've bought pirated software and have just realised what they've done is illegal because they've seen the prices in the shops. You've got shopkeepers who see these stalls active, in action, and it's ruining their business. And you get everybody in between really.

AF: What's the next step?
JL: We used to direct those complaints to the Police or Trading Standards officers, but Trading Standards would say they couldn't do anything about it because they didn't have the resources. The Police would say they've got burglars to catch so they don't think it's serious enough for us. Last year Roger Bennett went to the ELSPA council and said we need to do it ourselves or we'll do it through FAST, but we've got to do something.

AF: So what happens now?
JL: I'm running a team of six investigators all over the country. They channel their actions back to me. I get big sacks of disks and notes as to how they got them and comments made by the pirate – all the facts of the case. I put them together, type out the summonses and send them off to their local magistrates court. They issue the summons and sign it and the guy has to go to court and answer the charge. Then I come along and present the facts. In such a case where he might say he's going to plead not guilty, he's going to deny the offence, I'd employ a local solicitor to handle the case for me.



A huge pile of 2,200 disks, picked up from a market stall, lies on FAST's office floor. Among the disks were copies of games which had only been on sale for a week.

AF: When do the Police get involved?
JL: The only time is when I need an officer to come with me, say to a market stall, mainly to prevent a breach of the peace. The presence of the uniform gives it the credence that he's being dealt with properly.

AF: Does FAST deal with serious software as well?
JL: You can subdivide it. Of course, there's a lot of spill-over because, for example, a guy might be selling PC disks and he'll always sell both business and games. Basically I deal with software for the Amiga, Sega and then a lot of the console stuff.

AF: What's the percentage of pirated to legal software?
JL: It's impossible to assess... it's a very large ratio, illegal to legal. You've just got to look around our office: there's 2,200 disks in that pile that we picked up in Camden Market two Sundays ago. One of my investigators was recognised and the bloke legged it abandoning all thoses disks. How many thousands of disks has he got elsewhere? In that bundle, there were 18 or 20 copies of *Space Hulk, Hired Guns, Prime Mover*, all the latest stuff which has only been out for a week or so.

AF: Are most pirates amateurs, or professionals?
JL: When you go right across the scene, you've got to start from the Bulletin Boards and the cracking teams. They do it for kicks. Then you get guys who are on the boards – they're on to get the software they want. They get the stuff off the boards or from modem-trading and they amass the software. They seem to go across into the market stall area where you get guys who are dealing with the modem traders – usually mail-ordering and the market stall guys are getting it from the modem-traders.

When it comes to the market stall traders, you're talking about people who're purely in it for the money. They're not the slightest bit interested in Amiga software – last year they were probably selling videos. There is a lot of money in it – there are some very heavy people involved in it now.

They're actually cartels, operating at a number of car boots at the same time. Look at the overheads – they've got 25-50p per disk and sell them for £1.50-£2 per disk. These guys are making £100,000 a week.

AF: Is it true that software houses and programmers are leaking the stuff to the pirates?
JL: There is more than a little truth to those sort of suggestions. That's all I can say.

AF: What about CD piracy?
JL: The latest I'm hearing about is a guy's selling a complete range of Nintendo software on one CD. It costs £620. You're talking about 600Mb of info. How many has he got to sell before he recoups the £3,000 for the CD presser? So he buys a CD manufacturing machine, makes the CDs, sells 500 and he's made more than his money back.

CD will be a problem, yes, because though you can't do it cheaply now, the technology will overtake it and no matter what you do, someone will find a way round it.

AF: Do you think if software was cheaper there would be less piracy?
JL: I don't know. Budget titles are still cracked. Budget titles are only £8-10 aren't they? And you get just as many cracked disks for the budget titles.

AF: What about games that cost up to £70?
JL: Well you could apply that argument, but I would counter that by saying Jaguar motor cars are a lot of money, but I don't go out and nick one I make do with a Nissan. If you can't afford it, you can't afford it, that's what life's all about.

CASES FAST HAS SOLVED

- **High Street dealer in Wales selling copied games to customers, four month suspended prison sentence and £1,000 fine.**
- **Youth in Cleveland selling copies by mail order, fined £250.**
- **Young man in Liverpool dealing copies from home lost 3,500 disks and fined £200.**
- **Employed Sussex man dealing in disks from home in spare time fined £650 at Crown Court, lost 2,500 disks and his computers.**
- **Swindon man selling at car boot sales, 80 hours community service, paid £250 at Crown Court and lost his stock of disks.**
- **Man in York fined £320 plus £200 costs, lost all his disks, for car boot sales of Amiga games.**
- **Essex man selling at car boots fined £480, £75 costs, lost all his disks, plus Amiga 2000 and 1.2GigaByte hard drive which contained compressed files for every major Amiga program ever issued.**
- **Pirate BBS case is due for hearing before end of the year. This will be followed by more in the first months of 1994. Bulletin Boards will be the main target areas next year.**

KEV BULMER

MD, Dimension Creative Designs. Responsible for *Legends of Valour* and *Resolution 101*.

We don't make much profit, but we do enjoy doing what we do. If Amiga piracy continues, then its up to the publishers who advance us development money against potential sales if they want us to develop for the Amiga.

Software publishers at the moment are not interested in developing for the Amiga, the CD32 yes, but not the Amiga.

People who pirate will suffer in the long run. They might have 200 games to play with this month, but in six months all of the big software houses will have pulled out and they'll be left with nothing.

DINO DINI

A firm footy fan, Dino has produced *Kick Off 2* and *Goal*.

I work for a living, not to provide entertainment for free. If the level of Amiga piracy stays the same, I will continue to support it, but only because I can also produce other formats as well. On its own, it wouldn't be worth it. *Goal!* is probably the last game I will develop on the Amiga first.

Pirates should see that there aren't as many new games coming out as there used to be. It's time to grow up and buy games. If they carry on like this, they can look forward to a future where the only software they can get for their Amiga is in the Public Domain.

Piracy is theft and is done by rather sad, juvenile misfits. It has no excuse. It will ultimately mean that the quality of Amiga software will decline. If pirates want good games, if they want the Amiga to survive, it's up to them.

ANDY BRAYBROOK

Programmer, Graftgold Andy has worked on *Fire and Ice* and *Uridium 2*.

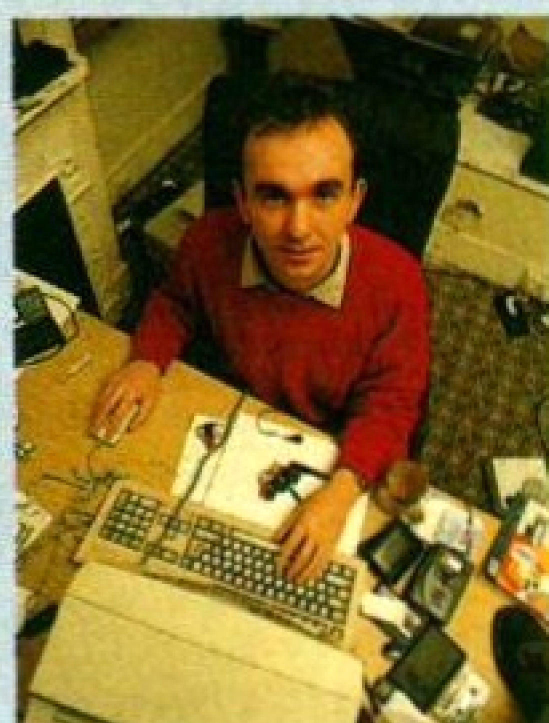


The more piracy there is, the less able we are to develop new games. But the Amiga platform is moving on to be less piratable. With CD32 and the CD add-on for the A1200 there's going to be less piracy... The arrival of CD32 actually means we're going to stay in the market a lot longer than we would have done.

Software pirates only realise how much damage they're doing when it affects them personally. We get people who come into the office who suddenly realise how much what they're doing affects what we do for the Amiga.

PETER MOLYNEUX

MD, Bullfrog. Bullfrog have produced great games like *Populous* and *Syndicate*.


Bullfrog's Peter Molyneux has a strong message for pirates.

Piracy on the Amiga is a serious threat and to my mind the pirates have won. We didn't put copy protection on *Syndicate* – there's no point putting protection on games, because they only get hacked within a couple of days.

Here's a message for Amiga pirates: congratulations, you have now won over on the hacking side, and you have shown us how much better you are than us developers. Well done for making the Amiga a secondary marketplace behind the PC – we always used to develop first and foremost for the Amiga, but too much piracy means this is no longer the case.

SMALL AD DEALER

An ad in a local newspaper offered all the latest game releases for sale at £1 each. So we contacted the number in the ad to find out exactly what the seller was up to. We told him we were from *Amiga Format*, he agreed to talk to us. He said he worked for MicroProse and, as member of staff, that he could buy the games at a discount.

However, he also said: "I've got everything for sale on the market – all the latest releases. I can't go through 2,000 games with you really.


of Kyradia, £12
473791 Frome.
● AMIGA games, Game Force, Deep Core, Burning Rubber, Alien 3, Alfred Chicken, £1 per disc. [redacted] Eastville, Bristol.
● AMIGA games, Harrican 3, Overdrive, Micro Machines, Space Hulk, The Patrician, Blastar, Dog Fight, Combat Air Patrol, plus many more, ring for details, £1 per disk. [redacted] Eastville, Bristol.
● AMIGA games, Hired Guns, Motor Massacre,

The latest Amiga games on sale for £1 a disk! But is it all above-board?

"My games aren't pirated – they're original stuff. They're not for sale at £1 each, they're £10. I know a lot of pirates. Everyone who's got an Amiga I reckon has got copied stuff, but obviously I'm against it because I work for MicroProse. Everybody who works for MicroProse is allowed a specific number of games a year and you can do what you like with them really. You hold your allowance for a certain amount of time and you can get a bulk order.

"I don't want you to contact MicroProse. They don't set any rules about what you're meant to do with the stuff, but it is a bit iffy."

When we contacted MicroProse, they said that although they were aware that staff receive free copies of some games, they do not have a staff discount scheme and were shocked by what this man was doing.

DETECTIVE SERGEANT STEVE LITTLER, COMPUTER CRIME UNIT, NEW SCOTLAND YARD



AF: What's the police's attitude in general towards software piracy?
SL: It's something that's left to a certain extent to FAST. They do a lot of the investigation and call upon our assistance when they need it. It's not an act that many policemen have to deal with. If you think of all the acts on the statute book, unless you know specifically where to go to, I could see the problems that would arise.

AF: What if saw someone selling illegal software at a market, would you make an arrest or would you pass the info on to FAST?
SL: Not directly, because obviously we'd want to know a bit more about it and we would probably let FAST know something about that.

AF: Is there a procedure the Police go through with FAST?
SL: Because of where we are (Scotland Yard) we deal with them quite a lot, so we tell them the information and then they deal with it. FAST have the knowledge that we could never gain, because we can't get any expertise in individual operating systems that they can, because we haven't got the resources, the manpower and generally things like that.

AF: What sort of cases have you dealt with?
SL: The ones that we've had and assisted them with are Bulletin Boards.

AF: Do you think the police take piracy seriously enough?
SL: Any crime is a crime, isn't it? I would say that very few people come to us complaining of software piracy or theft.

A SPECIAL CASE

Police office Sergeant Mick Pearson, from Dudley, is one of those rare officers with the specialist knowledge required to recognise and deal with piracy. Sgt Pearson has an A1200, having upgraded from an A500 this year.

When he went to buy some Amiga games from a man who advertised in his local paper, he suspected him of dealing in copied software. After further investigations, Sgt Pearson pursued the case and his investigation resulted in an arrest. The case went to court, the magistrate gave the man a conditional discharge and ordered that he should pay the court costs, that all the disks should be confiscated and that his A1200 should be given to FAST to further their progress in fighting piracy.

ROGER BENNETT, GEN SECRETARY, ELSPA

"Piracy," he says, "is a major source of loss of revenue for legitimate publishers – somewhere between £50 to £70 million loss in the UK alone.

AF: What can be done to stop it?
RB: Hopefully, the new technology will stop it. Although whenever there's new technology someone will always find a way of cracking it, but it might be a lot easier to protect. At the moment ELSPA (European Leisure Software Publisher's Association) are investing very heavily in investigating software piracy in every possible area.

AF: What measures do you think they could take to tighten up on piracy?
RB: They must be wary of leaving review copies anywhere, in any circumstances. At the ECTS a software publisher left his stand for two minutes and within three days it was on sale in Europe. Security is the name of the game as far as software houses are concerned. I know there are problems in some software houses, and they have to get to grips with it. There's now little they seem prepared to do in terms of protection, at least on the disk. Manual protection, at least, is still the most effective means.

AF: How do you think CD is going to effect piracy?
RB: It costs quite a lot of money to buy a machine to duplicate a CD, in which case it's easier to isolate those machines if anyone is actually duplicating on it.

AF: What do you think of the news that *Frontier: Elite 2* has been released on a Bulletin Board?
RB: It's clear that as soon as games are released they're cracked and put on Bulletin Boards for distribution the same day. The Home Office Committee are investigating computer pornography and offensive material transmission by Bulletin Board shortly.

AF: Is the situation with the Amiga the worst?
RB: Yes, because a lot of product is easily piratable – back-up devices are available widely and legally – and on a single disk. PC product is multi-disk which makes it more difficult and it's manually protected as well.

AF: What would you say to someone who's pirating software, or using pirated software?
RB: There's always the risk if you've got a hard drive you could easily corrupt what you've got on it by using pirated software. Those who buy counterfeit software are likely to find that they won't have any software to pirate in the long term – the Amiga market has been substantially reduced as a result of piracy.

MARTYN BROWN Director and project manager, Team 17

Team17 have a exceptional reputation for quality software – such as *Body Blows, Alien Breed* and *Project X* – often at very competitive prices. Because the main arguments of users of copied software are that games are too expensive, or too crap to warrant paying for, we thought Martyn Brown would have a more encouraging tale to tell. Not so…

"Price doesn't make a difference – the cheaper games are copied just as much. Our prime concern isn't for how much money we're making, we have to make a profit but I'm not bothered about getting mega-rich. I love the job.

"We're bothered about the future of the Amiga. There will be no games in the future if piracy continues. But people don't see what they are doing as an individual is affecting the industry. They just think 'well, it's just one copy. It can't do any harm'. But it does."

Ladies and Gentlemen... A real life pirate!

In the course of our investigations for this feature we came across a dot matrix printout that included a comprehensive list of Amiga games for sale for £2.50 for the first disk, and £1 for subsequent ones. We contacted the seller, who turned out to be an affable and intelligent man in his early twenties. He agreed to the following interview...

AF: How long have you been involved with software piracy?
About three months now.

AF: How did you get involved?
A mate of mine, he's a real entrepreneur, said to me that he could get the games, and did I want to sell them. I look after my sick father, I'd just finished my degree, and my mate knew I needed to make some extra money. He knew someone in one of the large piracy organisations, and they'd stopped dealing in software, so he got me all the letters and I replied to them.

AF: So did you have, or do you now have, any interest in computer games?
I'm not very interested in computer games at all, I used to be. I had a Spectrum, C64 and an Amiga. But my interest sort of died.

AF: How do you get the software?
My mate, he's got a modem, he downloads the games.

AF: So you don't have your own modem at home?
No, I don't have any gear at my house. I have a PO box, but that's registered at someone else's house, and the Amiga isn't there.

AF: These precautions are for fear of prosecution?
Not prosecution, no. You see in Scotland [where this man is from] the Prosecutor Fiscal has declared that it isn't in the public interest to prosecute software pirates. But the police can come round and confiscate all your gear.



This software pirate makes a living from what he does. He has no interest in computers, let alone the Amiga, so if the market dies, he'll move on to another machine.

AF: Does it ever strike you that piracy is wrong at all?
Yes, I consider myself very honest. I know piracy is wrong, but if I wasn't doing it, someone else would be in my place. I've got to make my money somewhere, I can't get a job. I'd rather not do it, I don't make a lot of money out of it.

I deliberately don't make a lot of money out of it. I don't want FAST on me. I don't think FAST are going to touch me, they've got plenty of other people to do.

AF: How do go about getting your custom?
I advertise in the local paper. We're advertising on cracked games now as well.

AF: Aren't you concerned that piracy will kill the games industry? In the end it will result in you having nothing to sell.
In my experience, pirates really don't care. There's always something else to copy. Cartridge piracy is increasing, Compact Disc copiers are only a few thousand pounds. No one cares whether it's the Amiga or any another machine.

The BIGGER Picture

We'd like to put a stop to the speculation and get a clearer picture of the extent of Amiga piracy. So we're asking the biggest network of Amiga users in the world, *Amiga Format* readers, to give us the low down. This will be in complete secrecy, we don't want to know your name and address. Just answer these questions...

1. Have you ever owned a piece of pirated Amiga games software?
- Yes – go to question 2
- No – go to question 10

2. How many pirated games do you have?

3. How did you get them?
- Car boot sale
- Mail order
- From a friend
- From a Bulletin Board
- Other, please specify:

4. Do you still have any pirated Amiga games software?
- Yes
- No

5. Why do you use/buy pirated software?
- Games are too crap
- Games are too expensive
- I am an habitual criminal
- Other, please specify:

6. What do you consider would be a fair price for an Amiga game?
- £30
- £25
- £20
- £15
- £10
- £5

7. Do you intend to continue practising piracy, even though it could mean the end of the Amiga?
- Yes
- No

8. Are you...
- A student
- Unemployed
- Working
- Other, please specify:

9. How much (on average) do you pay per disk for pirated software? Now go to number 11.

10. Congratulations, you are an honest responsible Amiga user who shouldn't have to put up with inflated software prices because of all those selfish, stupid, conceited people who use pirated games.

11. Now send this questionnaire to:
**The Great Piracy Survey,
Amiga Format,
30 Monmouth Street, Bath
Avon BA1 2BW.**

DAVID BRABEN

Greats such as *Elite* and *Frontier Elite 2* come from the Braben brain.

Piracy means that I may not be supporting the Amiga in the future. I've always liked the Amiga as a machine. The hacking isn't a problem, it's the people who sell the games on the streets who're doing the real damage.

So where do we go from here?

So there you have it, the view of piracy from those who really know. The games developers who will be forced to abandon the Amiga if it continues, the men who dedicate their lives to combating it, and the people who actually do it.

The impressive thing here is that everyone cares about the future of the Amiga. Except, of course, for the guys who are actually selling pirated software – they just want your cash.

The Amiga has more enthusiastic and dedicated bunch of users than any computer. This is you I'm talking to. The machine keeps getting better and better, as does the software, the customer support, (the magazine?). But it could all be brought down by a bunch of no good thieves who, in some cases are making more money than legitimate software shops.

FAST are doing their best, but only one group of people can really stop Amiga piracy, and save the Amiga from certain death. You!

Spread the message, save the machine. 

50 YEARS OF GLOBAL CONFLICT

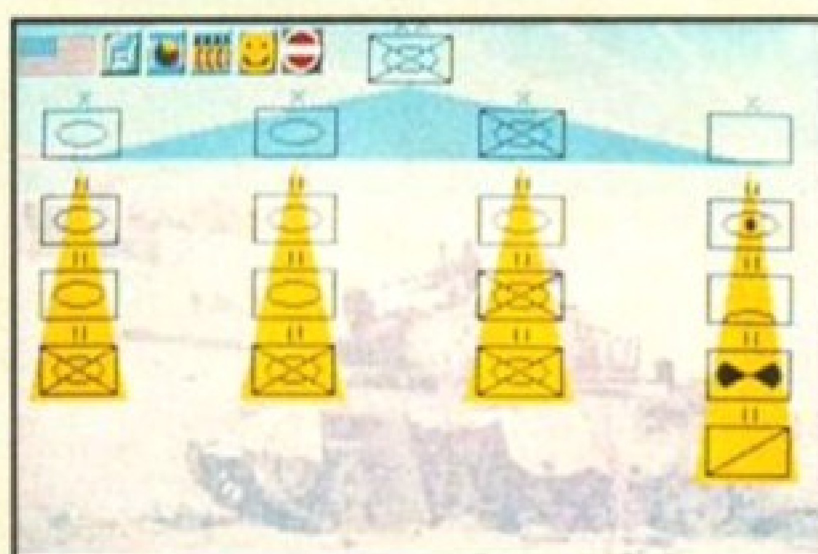
Campaign II heralds a new generation of War Simulations

Campaign II heralds a new generation of War Simulations with more depth than ever before and fabulous real-time 3D action.

The depth to Campaign II is provided by the all new strategy. Expert Military consultant, Wilf Owen, from recent conflicts has brought his knowledge to bear on computer gaming with an end result that looks and feels more realistic than ever before. All aspects involved in the running of an army have been considered, so that now you can place yourself in command of either side, at any level in the chain of command. Over 130 templates of the most significant military forces from 56 different nations of the last 50 years have been included to gain an insight into real conflicts such as Korea, Vietnam and Operation Desert Storm.

The action takes the form of fast 3D graphics if you choose to enter the battlefield in one of the 152 types of military vehicles. APCs and Mobile Artillery, utilise weapons ranging from wire-guided missiles, rockets, homing missiles, and machine-guns supported by laser rangefinders to tracer rangefinders, night vision, and gun stabilizers.

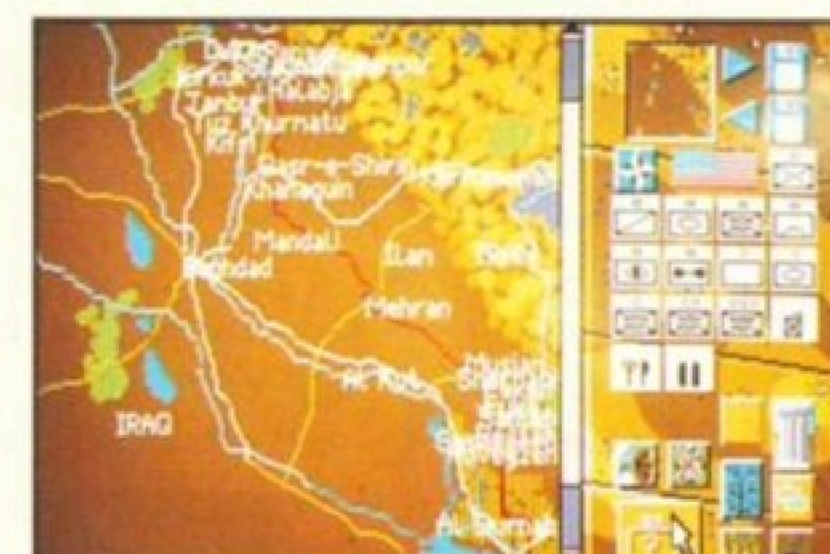












- **Campaign II has emerged as the most comprehensive simulation with new improved strategy, at any level in the Chain of Command (C.o.C.), closely resembling that of a real military situation.**
- **Hands-on action as you fly helicopters in air-to-ground or air-to-air attacks.**
- **Deploy the animated infantry during fierce battlefield action in a new improved 3D environment.**
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SCREEN PLAY

In this issue...

First Impressions of new titles p50
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Oscar p64
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Now that's what I call games p96
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Alfred Chicken p98
Air Force Commander p99
Brutal Sports p100
Wiz 'n' Liz p101
Budgets p105
Secret of Monkey Island
Crystal Kingdom Dizzy
Thomas the Tank Engine
Gamebusters p111
(with tips for all the current top-sellers)

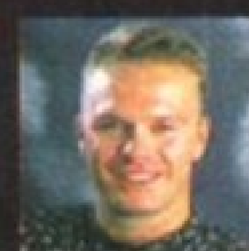
It's full of Eastern promise

SECOND SAMURAI

Hack, slash and punch your way through a world packed with puzzles and pitfalls.

INTRODUCING OUR PANEL OF EXPERT GAME REVIEWERS...

MARCUS DYSON



Now that he's been asked to DJ at a Bath club, 'The Boss' has been ferreting through his collection of noisy American guitar tunes and has issued a decree stating that he is to be addressed as MC Dr Dee and not Sir as we used to have to call him.

ROB MEAD



It's been a month now since Rob made the big step up from *ST Format*. Now he's revelling in the travelling life of an jet-setting computer journalist. We've already sent him to Germany, the sweet shop and Coventry.

TIM SMITH



Tim's been moaning that he never gets his picture printed, and now you can see why.

After getting his head into *Premier Manager* Tim was heard confiding to his Teddy: "When I grow up I want to be manager of Bristol City... or was it Rovers?"

RICHARD JONES



Since the birth of his baby daughter Caitlin, Richard's been taking an extra interest in the tone of games.

"I'm glad they've changed the name to *Donk!*" he explained, "I hate to think of people sat around playing with their Dongs."

RICHARD BAGULEY



Tricky Dicky brought a 'friend' round to the office earlier this afternoon, didn't bother to introduce her to anyone, and then "Popped off early". So the whole team are going to rush round to his flat later under the flimsiest of pretexts to erm... visit him.

STEPHEN BRADLEY



Bradley's abandoned the UK this month for the States. When we asked him which part of the US he was visiting he became very vague. But he did leave the office humming Kirsty McColl songs and clasping a copy of *The Witches of Eastwick*.

CHRISTMAS

The race to hit the top spot at close of play on December 24 is hotting up. Will you be Hiring a Gun, Trekking to the Stars, or just plain Cannon Fodder in this Mortal Kombat of the softies?

Last year, the small (but perfectly proportioned) platformmeister *Zool* topped the charts, and back in '91 it was *WWF Wrestlemania* – which was more Shirley Crabtree than Big Daddy. Other proud holders of the Yuletide top slot include *Powermonger* (1990) and *Batman* (1989). And we've lined up the likely contenders for 1993, so check out the form and take your pick from the biggest names in the business.

MORTAL KOMBAT, VIRGIN



Already number one if you believe the hype, this beat-em-up has already made a slight impression in the console market. Digitised figures set it apart from the rest but the competition is strong. Advertising power makes it a real contender.

Beat-em-ups are still the flavour of the month, so *Mortal Kombat* is looking good.

STAR TREK, INTERPLAY



Will the Trekkies come crawling out of the woodwork in their thousands to buy?

Enterprising space exploration game with episodic quests to complete has fan appeal, although how many will be exploring space with Kirk, Scotty, Spock and McCoy come Christmas remains to be seen.

HIRED GUNS, PSYGNOSIS



A massive score in the world's most influential games magazine should help...

Shooting straight into the charts at number two, *Hired Guns* is a futuristic, multi-player RPG. Glowing reviews and solid early sales make it a prime contender, but has it the bullets to jump that extra place up the chart?

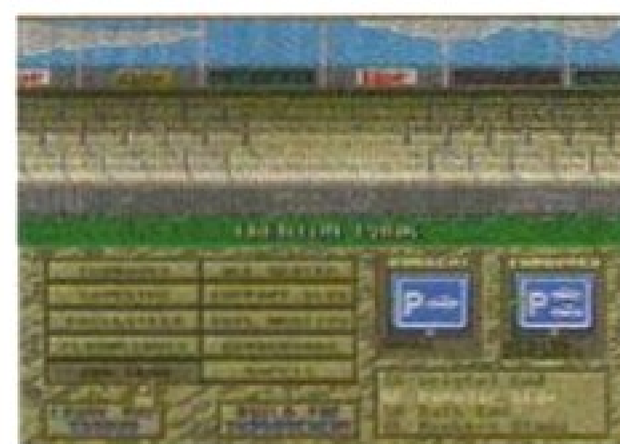
CANNON FODDER, VIRGIN



The Sensibles go to war in this 72-mission arcade extravaganza. Lead a band of five men through various terrains, littered with enemy traps. Already a firm favourite with the tabloids, *Cannon Fodder* should be up there with the best of them.

Reviewed this month and demoed on the Coverdisk, *CF* has much in its favour.

PREMIER MANAGER 2, GREMLIN



The challenge of doing Graham Taylor's job worse than he does is immense.

Always wanted to be the gaffer? Guide the lads from Conference to Premiership. Top of the league and top of the charts? Created by Realms of Fantasy. Ahem.

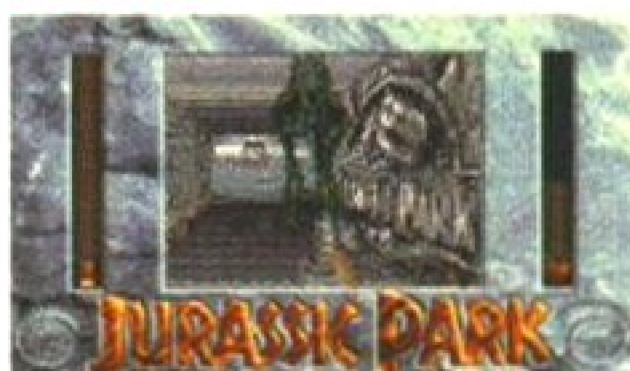
SENSIBLE SOCCER 92/93, MINDSCAPE



A stirring performance from England could have made all the difference to sales.

Best seller of the year, and offical brilliant footy game. Has it the legs to make another charge, one last kick to the tape? Write it off at your peril.

JURASSIC PARK, OCEAN



It's got dinosaurs and the right name. Need we say more?

Huge licence, bound to be a hit with all Amiga-owning dinosaurs, this could be the fairy on the tree. Still on at the piccies, this mixture of isometric 3D action and point of view perspective is where the smart money is going.

ZOOL 2, GREMLIN



Back in style and variable in sex, the new *Zool* has a proven pedigree to live up to.

A Gremlin brace? Last year *Zool* took the Christmas top spot, and now the young-fella-me-ninja alien from the Nth dimension returns in the hope of gaining successive crowns. This time, Zool's got a sidekick – a two-headed dog called Zoon – and you can also play a female character, Zooz.

SKIDMARKS, VISION SOFTWARE



Causing a major stir when it appeared on *AF*51 Coverdisk, *Skidmarks* is a bash-em-about (new genre) racing game from Kiwi softies Vision. An outsider for the top spot, but 140,000 of you have got the demo and there's plenty who want to see more.

Cars and mayhem. Small sprites are in vogue, and multi-player fun always appeals.

OUR PANEL OF 'EXPERTS' – NOT THE SAME CLASS AS 'A QUESTION OF SPORT', THOUGH...

If you want to know the time, ask a policeman. If you want to get a reasonable guess at what will be number one in the charts at Christmas, ask the experts on Amiga Format. Either one will beat you up and arrest you...



MARCUS – Zool 2



STEVE – Mortal Kombat



ROB – Jurassic Park



TIM SMITH – Hired Guns



RICH – Frontier



JULES – Uridium 2



JONESY – Cannon Fodder

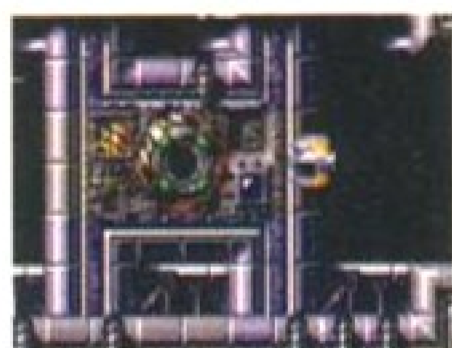
CRACKERS

AND HERE'S THE LATEST BETTING (WOT WE JUST MADE UP)

THE RACE FOR THE TOP

1. Jurassic Park	3-1
2. Mortal Kombat	4-1
3. Cannon Fodder	9-2
4. Frontier: Elite II	7-1
5. Zool 2	15-2
6. Micro Machines	8-1
7. Second Samurai	10-1
8. Hired Guns	12-1
9. Uridium 2	16-1
10. Star Trek	20-1
11. Premier Manager 2	25-1
12. The Settlers	33-1
13. Alien Breed II: The Horror Continues	40-1
14. Championship Manager '93	50-1
15. Skidmarks	66-1
16. Xmas Lemmings	66-1
17. Graham Taylor's Soccer Challenge	100-1
18. European Champions	100-1
19. Seek and Destroy	200-1
20. Soccer Kid	500-1

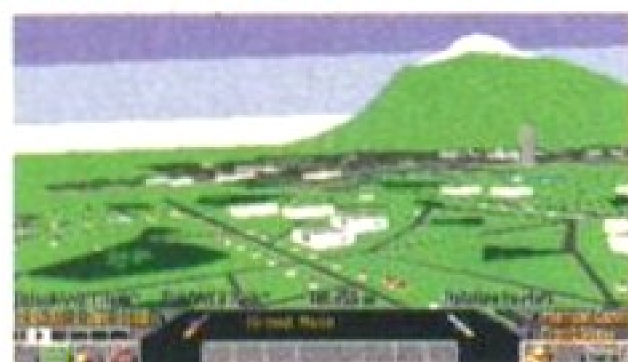
URIDIUM 2, RENEGADE



Fast, furious, and fun like no shoot-em-up has been in a long while.

Braybrook's baby scored a whopping 94% (*AF*53). He killed pop music, but can he decimate the opposition? Gorgeous graphics, sensational gameplay and an adrenaline rush that'll see you reach for the Gatorade, *Uridium 2* may be the kiss of death for East 17.

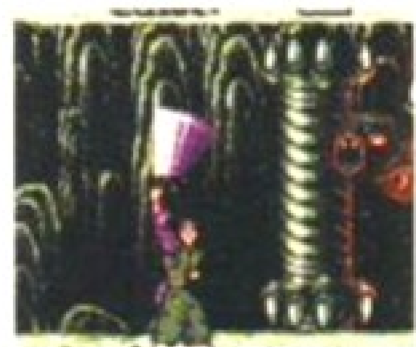
FRONTIER – ELITE 2, GAMETEK



David Braben has spent time getting it right and the punters are queueing up.

Space-trading monster and sequel to the best-selling *Elite*. Straight in at No 1 in November, *Frontier* is selling like hot cakes. Whether the cakes will still be hot in December is another matter.

SECOND SAMURAI, PSYGNOSIS



Sam 2 has quite a following from the original.

Sword slash smasher from Vivid with huge levels and more variety than Sainsbury's. One of the best of the year, but will it slice the yuletide opposition? Late entrance may be a hindrance.

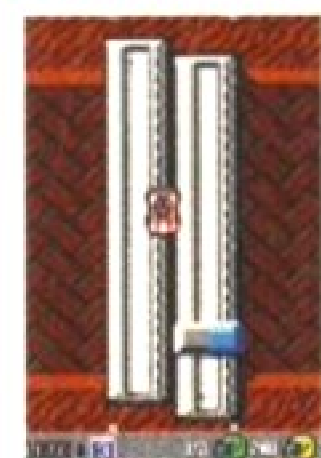
SOCCER KID, KRYSALIS



Can the Soccer Kid keep it up all the way?

"The boy with the ball at his side," sang Morrissey, and the Kid had us all dribbling with praise back in October. With more tricks up his shorts than Gazza, *Soccer Kid* is a worthy stocking filler.

MICRO MACHINES, CODEMASTERS



Arguments about who gets a drive are inevitable.

Stupid, idiotic, moronic, hysteric – that's what you become when you play *Micro Machines*. The wackiest races yet and more fun than a week in Ibiza with Kylie (Jimmy Hill!), this'll have your Granny choking on her turkey.

SETTLERS, KOMPART UK



Fresh in this issue, this German number is a real beauty.

Enter the cutesy God game. Territory expansion is the name of the game, as you build castles and farms, but you do it in such a sweet way that the folk you're crushing could almost forgive you. *Settlers* looks fantastic, but will it jump off the shelves?

TOP 50 GAMES OF 1993

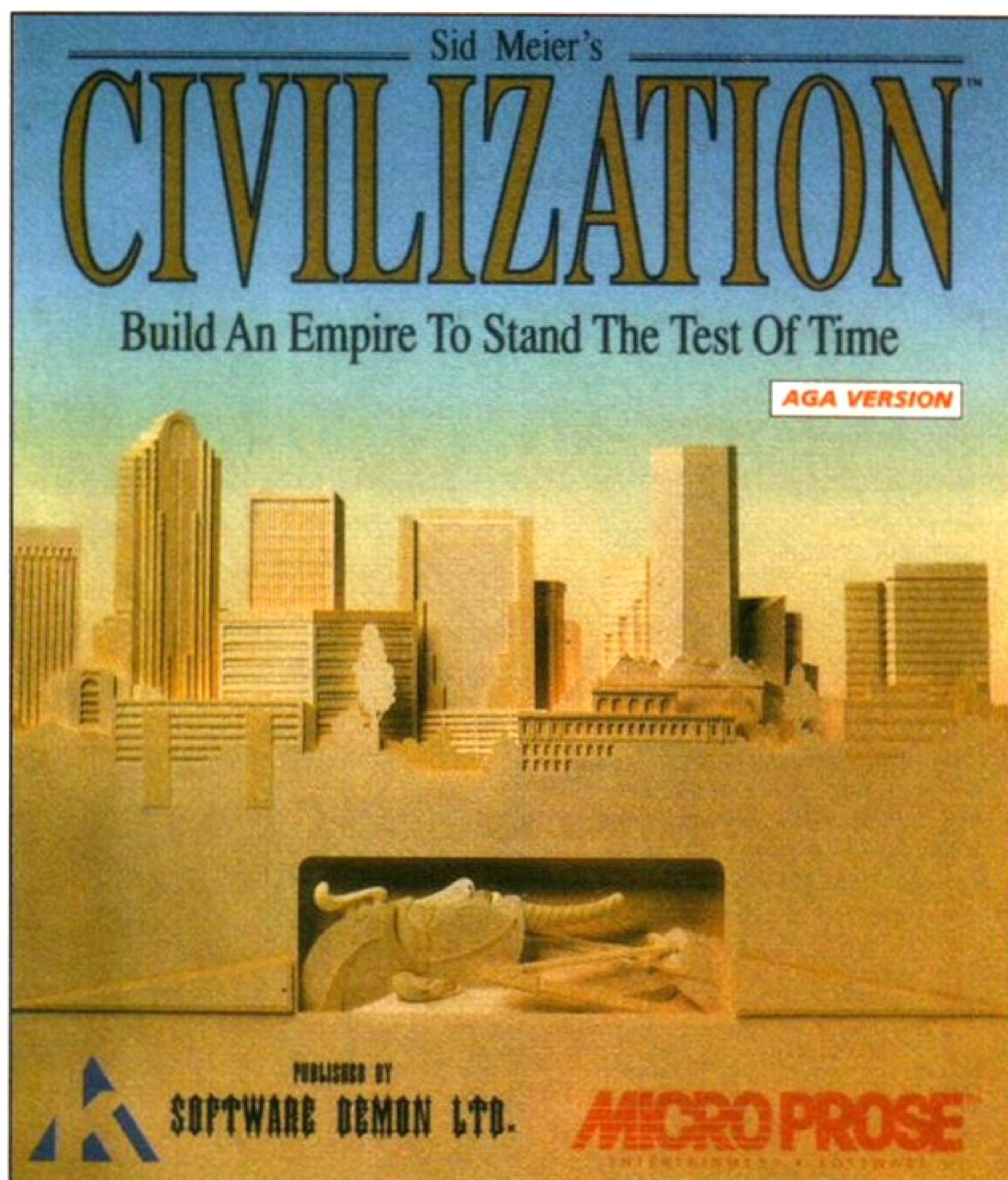
1.	Sensible Soccer 92/93	Renegade	80%
2.	Street Fighter 2	US Gold	87%
3.	Premier Manager	Gremlin	87%
4.	Desert Strike	Electronic Arts	87%
5.	Body Blows	Team 17	87%
6.	Lemmings 2	Psygnosis	FG94%
7.	Championship Manager '93	Domark	82%
8.	The Chaos Engine	Renegade	FG90%
9.	Sleepwalker – Comic Relief	Ocean	FG91%
10.	Flashback	US Gold	FG93%
11.	Syndicate	Electronic Arts	FG91%
12.	Gunship 2000	Microprose	FG94%
13.	Goal!	Virgin	88%
14.	Graham Gooch Cricket	Audiogenic	78%
15.	Wing Commander	Origin/Mindscape	83%
16.	Indiana Jones	US Gold	FG92%
17.	B-17 Flying Fortress	MicroProse	FG91%
18.	Zool	Gremlin	FG95%
19.	Formula One Grand Prix	MicroProse	FG92%
20.	Reach for the Skies	Virgin	FG90%
21.	Nick Faldo's Golf	Grandslam	FG90%
22.	Superfrog	Team 17	85%
23.	Monkey Island 2	US Gold	FG95%
24.	Civilization	MicroProse	FG94%
25.	History Line 1914-1918	Blue Byte/Kompart	FG94%
26.	Road Rash	Electronic Arts	84%
27.	AV8B Harrier Assault	Domark	60%
28.	Dune 2	Virgin	FG90%
29.	A-Train	Ocean	84%
30.	PGA Tour +	Electronic Arts	FG90%
31.	Campaign	Empire	79%
32.	Legends of Valour	US Gold	FG91%
33.	John Madden Football	Electronic Arts	FG94%
34.	Graham Taylor Soccer	Krisalis	82%
35.	Jimmy White's Snooker	Virgin	FG91%
36.	Lotus 3: Ultimate Challenge	Gremlin	76%
37.	WWF European Rampage	Ocean	18%
38.	Sim Earth	Ocean	79%
39.	Space Legends	Empire	FG91%
40.	Rome AD92	Millennium	77%
41.	Pinball Fantasies	21st Century Ent	FG90%
42.	Archer Maclean's Pool	Virgin	89%
43.	Combat Classics	Empire	88%
44.	Putty	System 3	FG95%
45.	N Mansell's World Champ	Gremlin	55%
46.	Scrabble	US Gold	84%
47.	Fire and Ice	Renegade	89%
48.	Sports Masters	Empire	90%
49.	Humans	Mirage	72%
50.	Chuck Rock 2	Core Design	81%

"THE BEST GOD GAME JUST GOT BETTER"

Exactly how many awards will it take before you own a copy of Sid Meier's Civilization?



SEPT 1993



OCT 1993



Winner!
Best Consumer Product 1991

Winner!
Best Entertainment Program 1991

Winner!
Best Strategy Program 1991

Winner!
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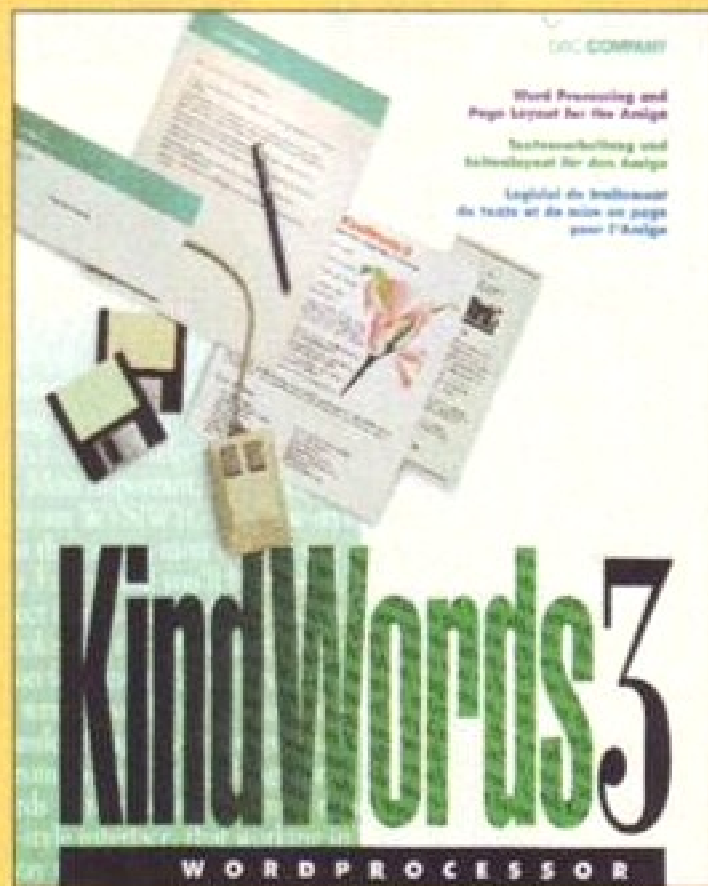
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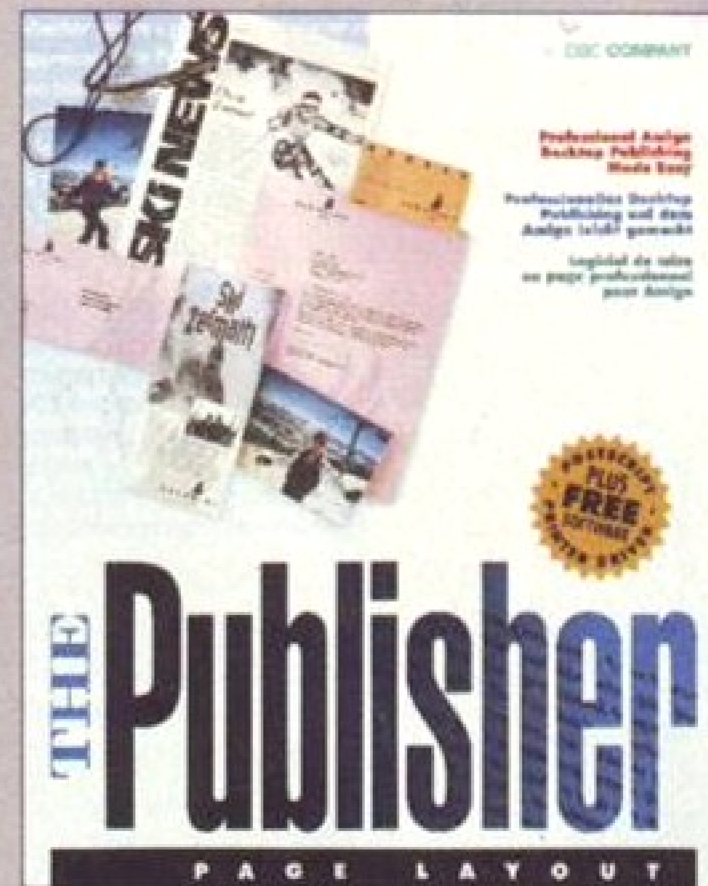
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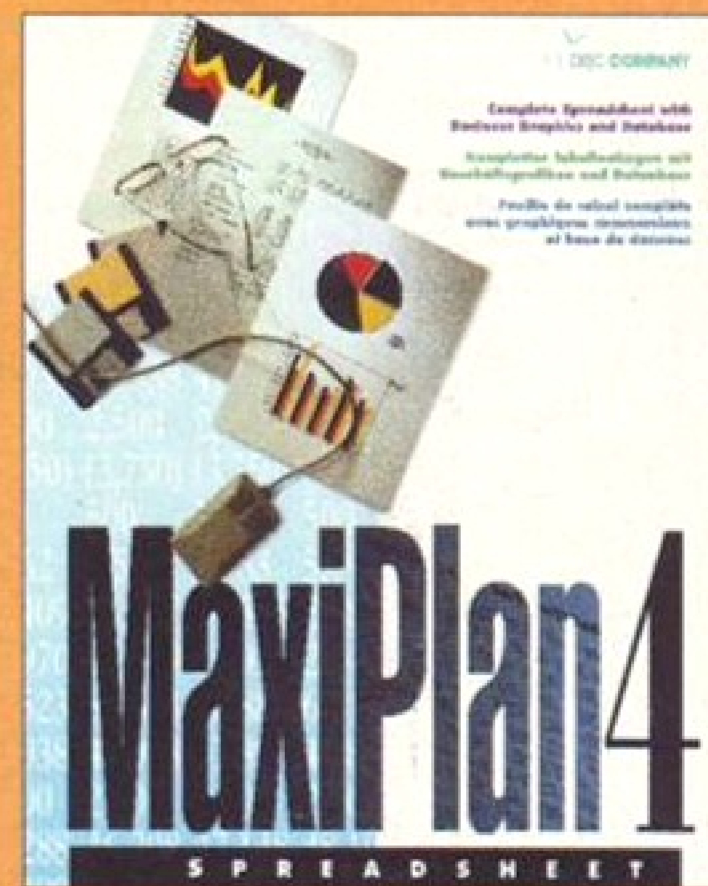
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Strap yourself in and prepare for lift-off with more on the hottest titles of the Christmas period, as Rob Mead negotiates another tricky trek through the kaleidoscopic world of new Amiga games.



Shoot-em-up *Stardust* from Finland via Daze involves shooting meteors. It uses ray-traced graphics and is out now at £16.99.



Psygnosis' movie licence *Dracula* is an adventure platform game in the style of the classic *Impossible Mission*. Out right now at £29.99.

COMING AT

STAY INFORMED!

Our up-to-the-minute listing of forthcoming releases

DECEMBER

Alfred Chicken CD^{32}	Mindscape	More bad yolks than a *Dizzy* compilation
Bubba 'n' Stix	Core Design	Truck driver meets and falls in love with stick
Chaos Engine CD^{32}	Renegade	Mudpools and monsters lust for your blood
Darkmere	Core Design	Mediaeval RPG from the makers of *Wonder Dog*
Dennis	Ocean	Mischievous platform version of the film
Dennis & Gnasher	Alternative	Walter the Wimp meets his match at last
F17 Challenge CD^{32}	Team 17	Formula One racer with attitude
Fatman: Caped Consumer	Kompart	Rotund superhero gets his comeuppance
Humans 1 & 2 CD^{32}	Gametek	Two jurassic platformers for the price of one
Humans AGA	Gametek	Enhanced version for A1200/A4000 owners
K240: Utopia 2	Gremlin	More god-gaming adventures in space
Liberation: Captive 2 CD^{32}	Mindscape	CD-only sequel to classic cyberpunk RPG
Microcosm CD^{32}	Psygnosis	Gets in touch with your inner self, literally
Monopoly	Supervision	Loadsamoney board game gets Amiga treatment
Qwak CD^{32}	Team 17	Refreshing cutesy platformer goes 32-bit
Second Samurai	Psygnosis	*Format* Gold rated sequel to Mev Dinc's classic
Simon the Sorcerer A1200	Adventure Soft	*Monkey Island* style graphic adventure
Speedball	US Gold/Kixx	Grisly death ice-hockey style
Street Fighter 2	US Gold/Kixx	92's Xmas stocking-filler gets budget release
Uridium 2 CD^{32}	Renegade	Braybrook's astonishing shoot-em-up
Winter Olympics	US Gold	Skating, skiing, you name it, this has got it
Zool 2 AGA	Gremlin	Zool goes platforming with Zoon and Zooz – ace!

JANUARY

Battletoads	Mindscape	Ribbeting beat-'em-up with warty heroes
Bubble 'n' Squeak A1200, CD^{32}	Audiogenic	Help Bubble defeat the evil Cat O'Nine Tails
Cartoon Racer	Grandslam	*Wacky Races*-style racing game
Cliffhanger	Psygnosis	Stallone? Your mother wants you
Cybercon 3	US Gold/Kixx	Futuristic 3D adventure now on budget
Cyberspace	Empire	More cyberpunk fun in overhead adventure
Darkstone	Core Design	Isometric role-playing game
Elfmania	Renegade	*Kombat*-thrashing beat-'em-up from Finland
Exile A1200, CD^{32}	Audiogenic	Enhanced version of last year's arcade adventure
Last Action Hero	Psygnosis	Is Arnie taking the mickey, or what?
Man United Premier League	Krisalis	Footy frolics with the lads from Old Trafford
Mr Nutz	Ocean	What's got a hazelnut in every bite?
Police Quest 1	US Gold/Kixx	Breathe new life into it old graphic adventures
Quest for Glory 1	US Gold/Kixx	Old Sierra RPG gets relabelled and reissued
RAC Rally	Europress Software	Digitised version of the RAC Rally
Reunion	Grandslam	Colonise the galaxy in this space strategy sim
Ryder Cup	Ocean	Join Nick Faldo and Tom Watson on the green
Seventh Sword of Mendor	Grandslam	Massive *Dungeon Master* style RPG
Space Quest 1	US Gold/Kixx	Another Sierra adventure swaps sides
Speedball 2 CD^{32}	Renegade	32-bit version of bloody sports sequel
Treasure in Silverlake	Flair	Wild West graphic adventure
Woody's World CD^{32}	Kompart	More graphics, better sounds. No more platforms

FEBRUARY

Another World	US Gold/Kixx	Graphically great arcade adventure going cheap
Battle Isle 2 A1200	Kompart	Blue Byte perfect the art of war, probably
Beneath A Steel Sky	Virgin	Futuristic adventure from *Lure* programmers
Bogies (provisional title)	Grandslam	Green slidey things drip off platforms. Honest!
Dreamweb	Empire	Someday all nightmares will play like this
Eye of the Beholder 1	US Gold/Kixx	Classic *Dungeons 'n' Dragons* game
James Pond 3 A1200, CD^{32}	Millennium	Has this fish finally cashed in his chips?
Nick Faldo's Golf CD^{32}	Grandslam	*Format* Gold winning golf game gets converted
Rise of the Robots	Mirage	Rendered 3D cyborgs in beat-'em-up scenario
Slicks	Codemasters	Auto thrills from the *Micro Machines* crew
Starlord	MicroProse	*Civilization*-style strategy game set in space
Universe	Core Design	Long-awaited sequel to *Curse of Enchantia*
Wolfpack	US Gold/Kixx	Reasonable submarine simulator out on budget

FURY OF THE FURRIES

Great balls of fur! Small hairy creatures, the Tinies, return from a rebel tour of earth to find their king kidnapped, their friends turned into hideous monsters and their home planet, Sklumph, now a nightmare trail for their skills and adventurousness.

Weirdness is inevitable because this platformer is French, from publishers Kalisto. It looks rather neat, though, and the varied control system (Tinies can swim, throw fireballs and wield a rope, as well as eat chunks of the scenery) should make it quite absorbing. Tasty intro, lots of cuteness and pretty pictures all add to the instant appeal.



A furry ball that spits fire is always good news in a cutesy platform game...

Unusually limited to one player only, the game has 90 levels across 10 worlds and the added extra challenge of 100 bonus levels. It needs 1Mb of memory, costs £29.99, was supposed to be out on Nov 18 and is distributed by Mindscape, 0444 246333.



Simple point-and-click interface, lots of gags, nice graphics – a *Monkey Island* imitator, indeed.

SIMON THE SORCEROR

Aiming squarely and deliberately at fans of the awesome *Monkey Island*, Adventuresoft have created a graphic adventure with the emphasis on humour and puzzling.

Our hero is cast through a time portal into a world packed with strange creatures and even stranger people, and must wander the world in a problem-solving quest to release the goodies and frustrate the baddies.

The point-and-click adventure is set for release in the third week of November (last week, early *AF* buyers!) at £34.99 with an enhanced 256-colour version out about a week later at £39.99. Publishers PDQ on 021 625 3377 can tell eager present-buyers more.

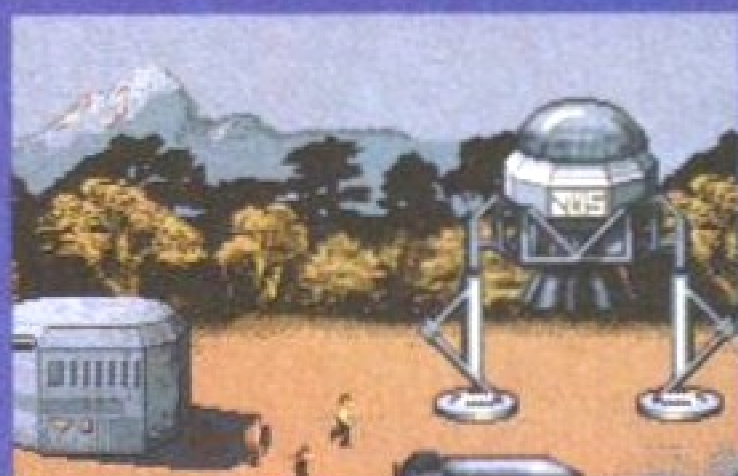
GENESIA

Return of the revenge of the attack of the mutant *Populous* clones just about sums up the look – and why not? – but the gameplay has more of an adventury feel, with tasks to complete and seven jewels to collect in order to win.

In the *Populous/Civilization* vein, your people must be sustained and strengthened by careful management of the economy and creating inventions. When you get strong you can send armies to conquer and then colonise territory, but there's always that task to bear in mind – you'll need to defeat opposing armies to capture the jewels. And beware – unless you defend carelessly, you can lose jewels too! Microids' *Genesia* is out now from Mindscape (0444 246333).



Certainly looks a little *Populous*-like, doesn't it? The task of collecting jewels adds a new twist, though.


From new boys Hotshot, *Rocket Ranger* involves killing enemies and rescuing hostages. Out 'end of November', price £29.99.


Gotcha! Our boys reveal *Snapperazzi*, the soar-away Sun's very own garish platform game. Out 'in time for Christmas' at £19.95.



Domark's management update *Championship Manager '94* costs £9.99 and sets up accurate teams for the '93-'94 season.



Interplay's *Star Trek 25th Anniversary* for the A1200 recreates eight episodes in a point-and-click adventure. Out November 29th, £34.99.

TRACTIONS

KINGS QUEST 6

Sierra On-Line are now back in the Amiga market after a break when the US parent company decided it didn't want to develop Amiga titles for a shrinking Stateside market. The UK operation has since convinced them that the Amiga is thriving in the UK and Europe. Good thing too.

Second Amiga release (first up is the new *Goblins*) will the latest in the enduringly popular *King's Quest* series. This adventure started years ago and has grown ever since, enhancing its reputation with each new game, so 'more of the same' is a recommendation rather than a criticism. Expected at £34.99 in early January.


Lost in the woods: a typical scenario in one of the most enduring classic adventures series.

GOBLINS 3

The return of the return of the not-really-at-all-like-*Lemmings* cutesy puzzle game is Sierra's first release on their re-entry to Amiga publishing. Where the first game required the positioning of three goblin characters to solve the problems, the sequel had only two and this, the third in the series (threequel?) leaves you with just the one cheeky chappie to control. Could this have a detrimental effect? Hopefully not. *Goblins 3* should be out right now, having been released on 10th November at £34.99. If you can't find it in the shops and you want to buy without waiting for next issues's review, Sierra are on 0734 303322


Just the one goblin to control this time around, but similar platform/puzzle gameplay.

LEMMINGS CHRISTMAS SPECIAL

Now you're talking! Everyone's favourite small mammals are back in a special edition inspired by the world-famous *Christmas Lemmings* three-level demo which Dave Jones cooked up specially for *Amiga Format* last Christmas. The new stand-alone disk costs a mere £14.99 and has forty brand-new snow-scene levels with romping *Lemmings* in Father Christmas clothing.

"It's not something we've chosen to do," says Mark Bluitt at Psygnosis. "After *Lemmings 2* we had such a good response, that when people asked when the next one would be out and we've told them Christmas 1994, they've been desperate to get something before then". By popular demand, this could be the ideal stocking filler for Amiga owners everywhere. Psygnosis are on 051-709 5755.


40 brand-new levels of Lemming mayhem in a Christmas stylee for £14.99. The ideal gift.

RISE OF THE ROBOTS


The best-looking sprites in the business are guaranteed in *Rise of the Robots* – they were created entirely using the most sophisticated *Imagine*-like 3D modelling and surface-mapping techniques.

We promised you more on this ground-breaking beat-em-up from youthful publisher Mirage's in-house coding team, Instinct Design, headed up by fluffy ex-Bitmap Brother Sean Griffiths. So here's more.

The pictures do all the talking, though. The gameplay leaves little room for originality – beat-em-ups have been the same since they first appeared. This one, indeed, is handicapped on the play front because it's designed to use a one-button PC joystick, but all moves and specials are implemented by combinations of stick movement, so the play shouldn't suffer.


Robots battle to the death with some quite astonishing animated moves.

Important thing, though, is the look. All the robotic enemies are modelled as hugely complex 3D objects, then carefully rendered, surface mapped, tweaked, textured, shadowed, lit and finally laid down as animation sequences. In the game they are then manipulated as bitmaps, but by then the damage is done – the most gorgeous sprites in the history of games have been created. And the sprite-handling capacities of AGA machines mean you can have these enormous sprites flying around, taking up most of the screen. Downside? Well, pity it's just a beat-em-up, really – the fad will fade, you know – and it's not out until next February. Price around £39.99, though AGA version might be more: Mirage are on 0260 299909.



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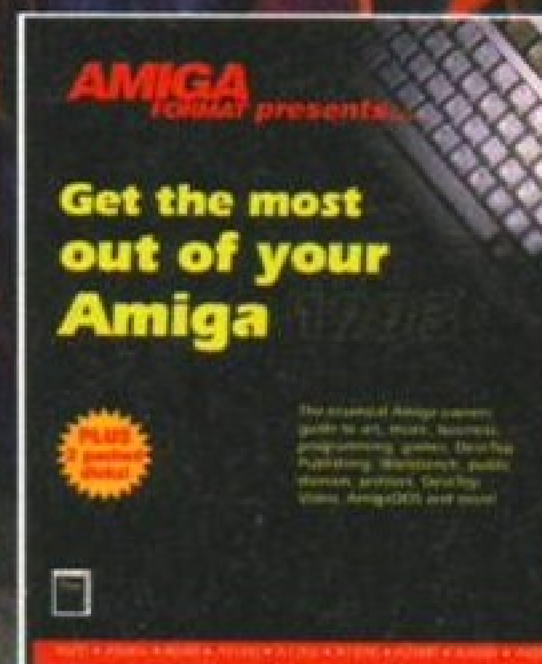
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JAMES POND 3

Our fishy superhero is back, and this time he's...well... what? How is *Pond 3* going to improve on *Pond 2*? And how, indeed, is it going to be different from all the other colourful platformers?



In *Pond 2*, our hero could basically jump around and bop people, and he could stretch. In *Pond 3* he has lots of special equipment and special moves. The trickiest thing in terms of programming is that he's wearing moon boots – he can walk up walls and get upside down on the ceiling.

More is probably the key word. More of everything. More development time – "We've been working on it for over two years," says Ian Saunter, Millennium's development director. And it's more of a challenge, too. "We didn't want to write just another platform game. You're looking at a game that is trying to be full of stuff, giving weeks or months of play."

This means more levels, of course. Set on the moon, it has eight zones, each constructed from a different dairy product – yellow cheese, custard, yoghurt, butter, blue cheese, slime, ice cream at the poles, and also crystal caverns. "Scattered throughout those zones are 105 levels," explains Ian, "but you don't have to complete each one to get through to the end because there's lots of routes."

More variety too, then? Indeed. "You choose your route from a map screen, which as you complete each level opens up new routes and offers different angles. So there's an infinite variety of routes, and also you can find secret tokens which open up secret routes. Most keenos will find most of the secret stuff, but some of it will be pretty hard to find."



There's more plot, too: and this is important. "Doctor Maybe, the arch enemy, has gone up to the moon to mine cheese in vast quantities in order to flood the world market and cause an economic crisis," explains Ian. "The player is trying to find the point on the map where Maybe puts in an appearance, which he does, in fact, in a large flying cow-like device. " Yes, as you might expect, there's much more silliness on the way as well.

"Along the way," continues Ian, "four of the levels are cheese mines, which you have to destroy". If you miss the mines, even if you defeat Maybe, you will be disappointed. And even if you manage to do all of these things, Maybe has one last shock in wait. "I'll give you a hint – it relates to the blue cheese. That's a surprise for the player, if he thinks he's done it," Ian says mysteriously.

So there's more plot, and what's more, it's closely tied in to the player's progress in the game. "From time to time the player reaches 'Event Markers', which reveal the next bit of plot, encourage the player, and explain the pieces of stuff he's gathered." Pond can pick up all kinds of things, and some will be crucial to his progress.

An example is "the beacon on each level, which is a glorified exit pole, and you have to bop it to proceed. First time you encounter one you'll get a message from HQ. Sometimes you have to enable them by collecting other objects."

On top of all this, there's more than just one secret agent in this game. Three others have been sent to the moon before and disappeared, and Pond will need to find them, rescue them and use their special powers to complete his quest. The three are Fineas Frog, girl agent Angel Fish and Fineas' cousin, an archaeologist called Farley – who has a special purpose, which cannot yet be revealed!

Pond has more powers: last time he could stretch, but now he can run, jump, climb surfaces, go into Turbo mode and even turn completely upside down. He can throw a punch, too, which is important: some baddies, if he just jumps on them, won't be harmed (though neither will Pond) and, indeed, this is an important form of transport.

All this isn't even the half of it, all thanks to Chris Sorrell, who did the original design. "It does seem that people are missing a trick by not doing more of the things that they could do," Ian comments. And is that about all we have time for? "Apart from the fact that it looks incredibly pretty and is incredibly playable – sell, sell, sell!" he chuckles.

Expect A1200 and CD32 (with CD audio) versions in late February next year, with the A500/600 version just a few weeks later. "The Amiga is closest to our hearts, so we're looking forward to springing it on the Amiga community."



The most versatile of Pond's helpers, the first you find, is Fineas Frog, who has special powers to bounce and a big long tongue. You can switch control to him, and you need to do so to win. You will be judged, in terms of the success of the mission, by how you rescue and use the lost agents.



Pond can pick up most objects and move them or throw them. The most obvious example is a stick of dynamite, used to destroy enemies or removable scenery blocks.



There are five guardian levels, only some of which you can avoid if you find secret routes on the map, and the boss baddies who occupy them are hard work, with two stages.



There are over 50 types of baddies. The most common are rats, brought from Earth to work in the cheese mines, but there are lots of native moon inhabitants, like custard blob monsters.



Equipment Pond finds is vital. For instance there is a fruit gun, which fires apples, oranges and strawberries, but it also fires cakes which home in on baddies – it has to be seen to be believed.



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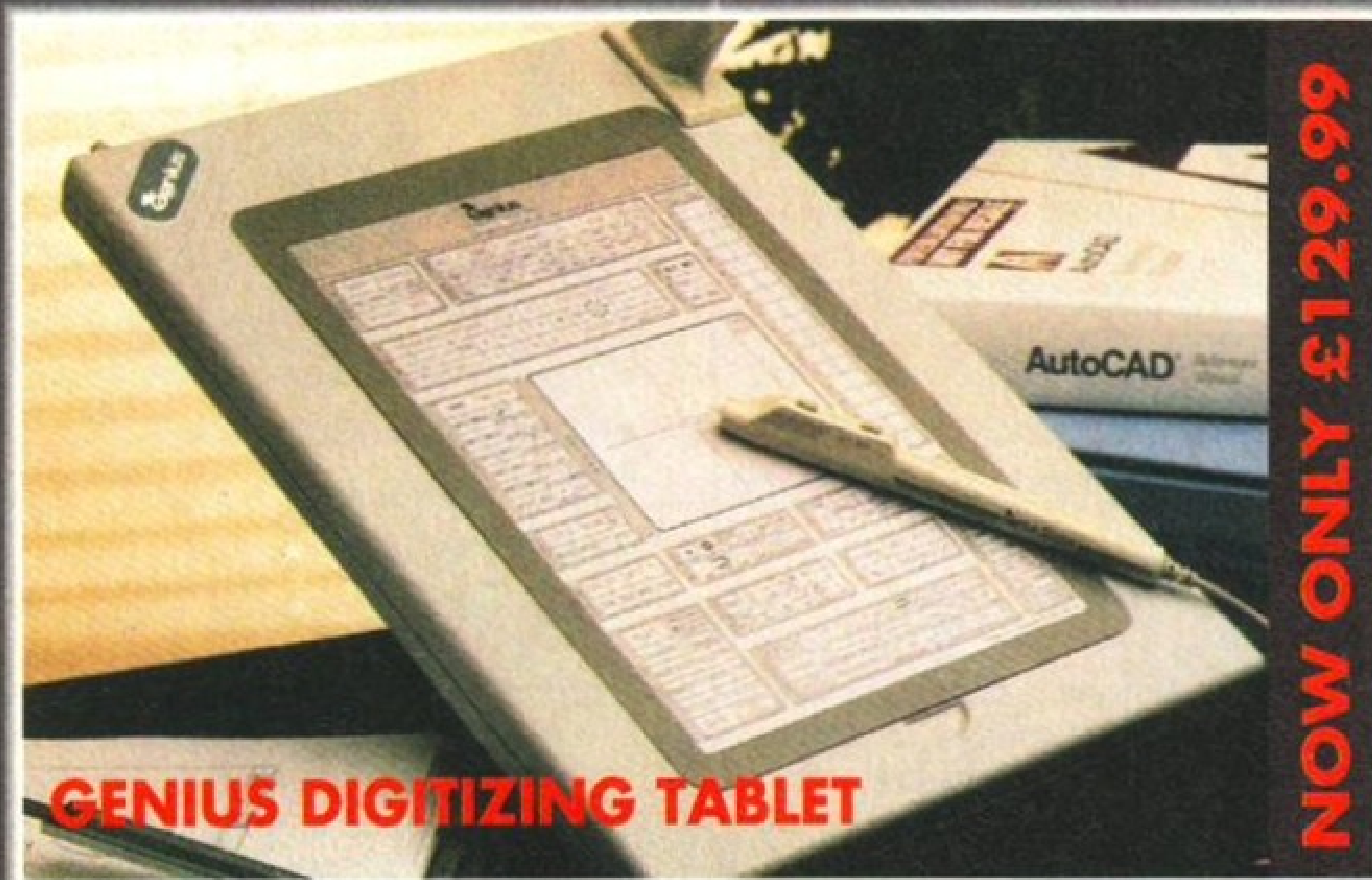
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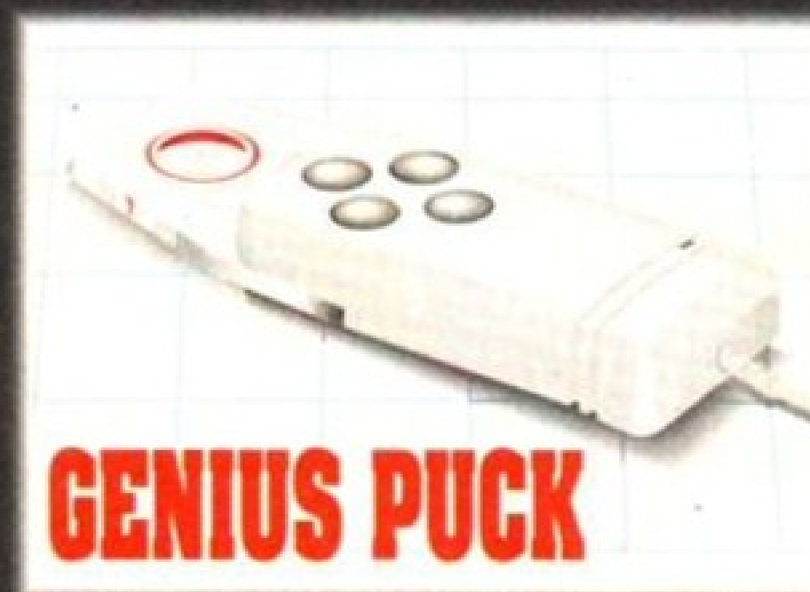
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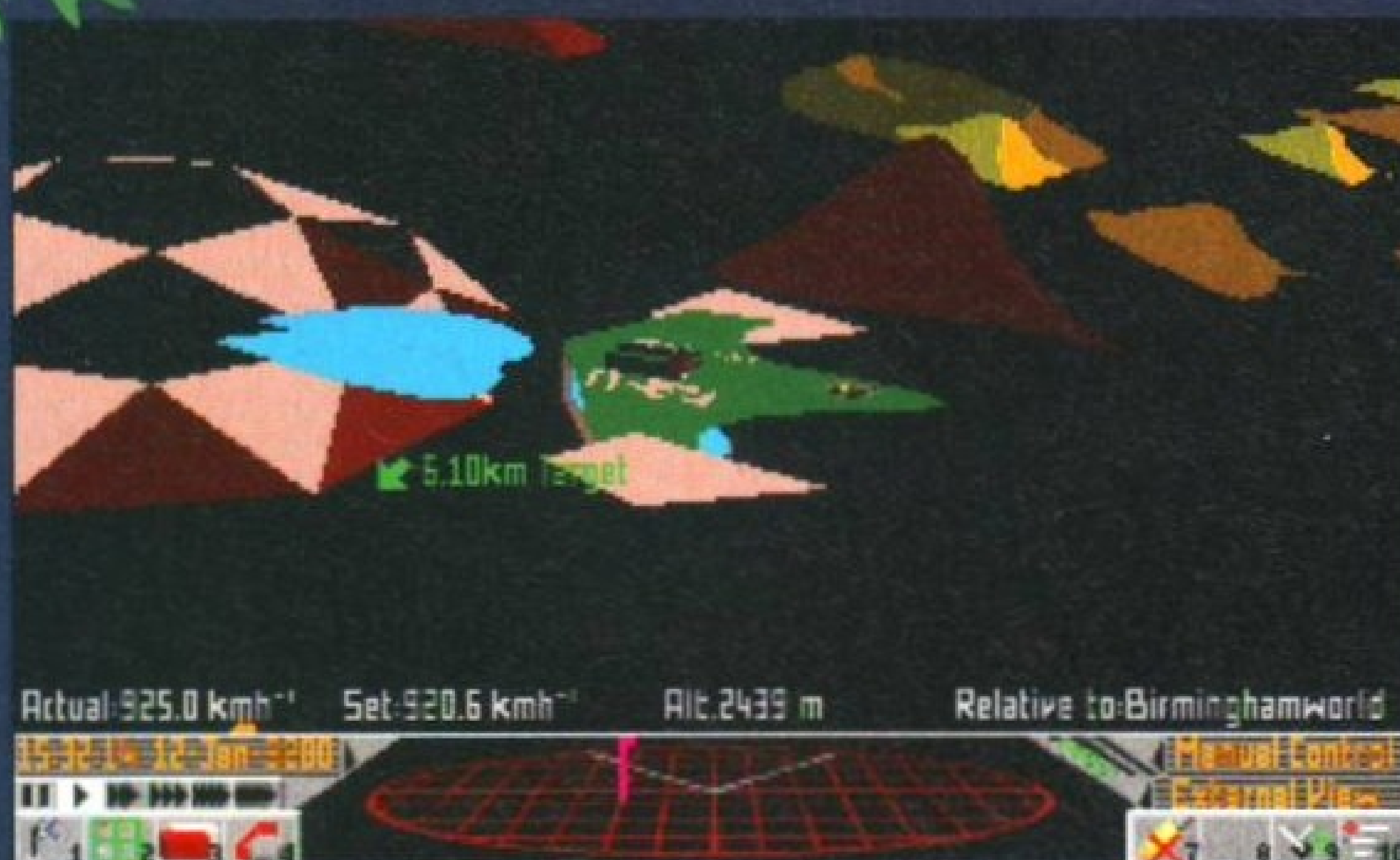




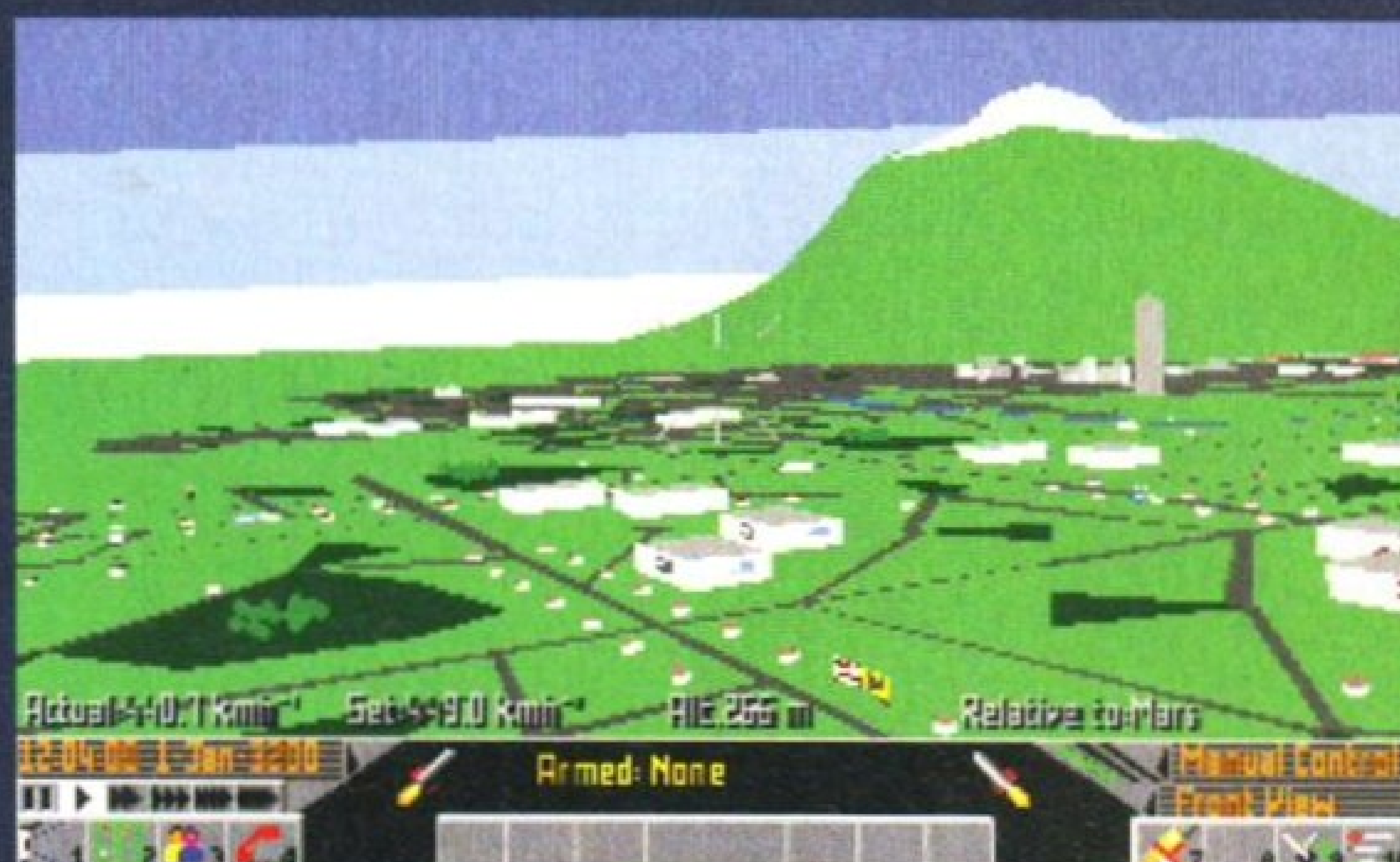
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Blasting off into the great beyond again. The external view can be rotated in any direction to give some panoramic views of the alien worlds, and weird and wonderful planet and star systems.



The amount of fine detail in *Frontier*'s world is quite astounding. There are huge star systems to explore, and if you fly down to a planet and explore it, whole cityscapes appear.

FRONTIER ELITE II



Fly through a huge virtual reality, shoot some people and sell other people some fruit and veg. *Elite* is back, and it's bigger and badder than ever. Join us on a fantastic voyage of discovery as we explore David Braben's *Frontier*...

A moment's silence please while we remember. A long time ago there was a game. This game struck a chord with a generation of games players. It put you at the controls of a spaceship and left you to your own devices in a huge area of space, free to trade, prospect, smuggle, pirate, assassinate and get chased slap into an asteroid by the cops. That game was called *Elite*. Ten years have passed since *Elite* was released, and now the sequel has arrived and every-one is all-a-quiver.

Basically *Frontier* is the same game as *Elite*, there, it had to be said. The objectives, basic gameplay and game systems are the same, only bigger, bolder and better.

Let's start at the beginning. Your grandfather is dead, bit of a blow that but these things happen. In his will he has left you a spaceship and his good wishes. The game starts with you sitting in the cockpit of your new crate with 100 credits and a ridiculous number of stars and planets to explore.

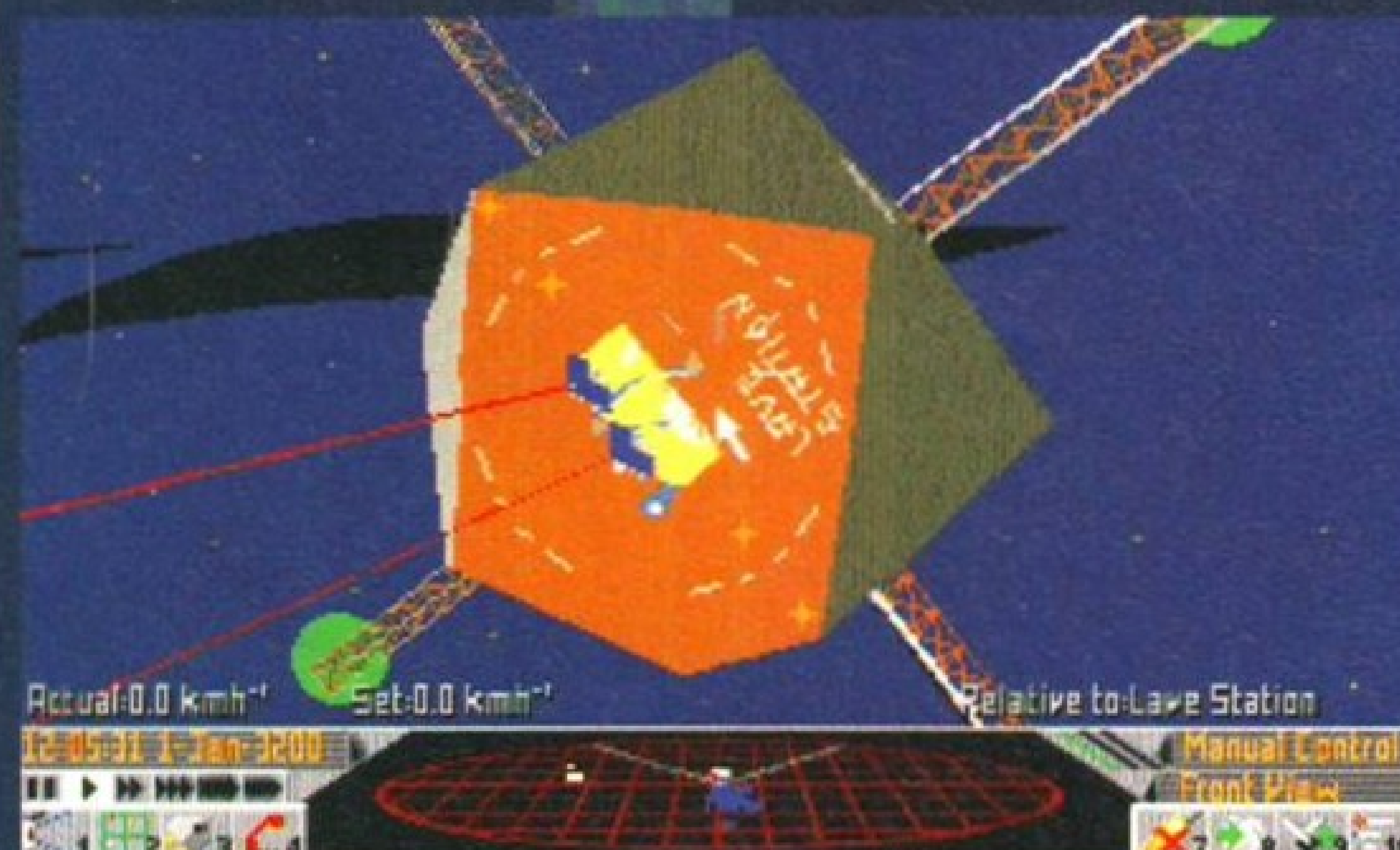
At each starport or space station scattered across the star systems you can buy and sell goods and equipment for your ship and scour the local ads for interesting jobs. There is no single objective other than to amass money to buy bigger and meaner ships to journey further and survive longer. The ultimate aim is to achieve the status of elite, meaning you are one danger-ous spaceball.

There is a wide variety of ships to use, all with different statistics and each can be fit-ted out with swish bits of kit including the obligatory lasers and missiles.

Star quality

How you go about things is up to you. Trading in legal goods between safe planets is a nice steady living that will keep you going for years. Answering an advert for a bounty hunter and trying a spot of assassination work is generally a rewarding and

SHOOT YOUR WAY THROUGH THE STARS, OR TRADE YOUR WAY AROUN



Oops, it's the cops. Er, my laser just sort of went off accidentally officer, please stop shooting at me. If you get trigger-happy in *Frontier*, you'll be in trouble, so select your targets wisely.



Another day, another credit. This is you blasting off from Mars, which is now green and full of life. This is the second of the three starting points from where you can embark on your travels.

The stock market: trade the right goods between the right worlds and you can make a killing. More money means a bigger ship, more cargo, more profits and more trouble from pirates.

Your Eagle long-range fighter, pretty swish eh? Only two owners, the body is in good nick apart from that dent on the wing and that wasn't my fault he came out of nowhere, didn't signal or anything...



The dead impressive docking with a space station bit. If you decide not to use the automatic pilot docking can be a complete nightmare. *Frontier* is not very forgiving, if you miss, you die.



One of the external views as you fly away from Merlin, the recommended starting place. Your best bet is to buy some of the local animal meat and trade it with one of the nearby systems.

short career. In between there is the murky world of smuggling and shady deals among the less well-policed systems.

The universe is divided into two main power blocks, the Federation and the Empire. So getting into trouble with one can put you in good stead with the other. The sense of freedom *Frontier* gives you is glorious, and you have a detailed and truly enormous game area in which to frolic.

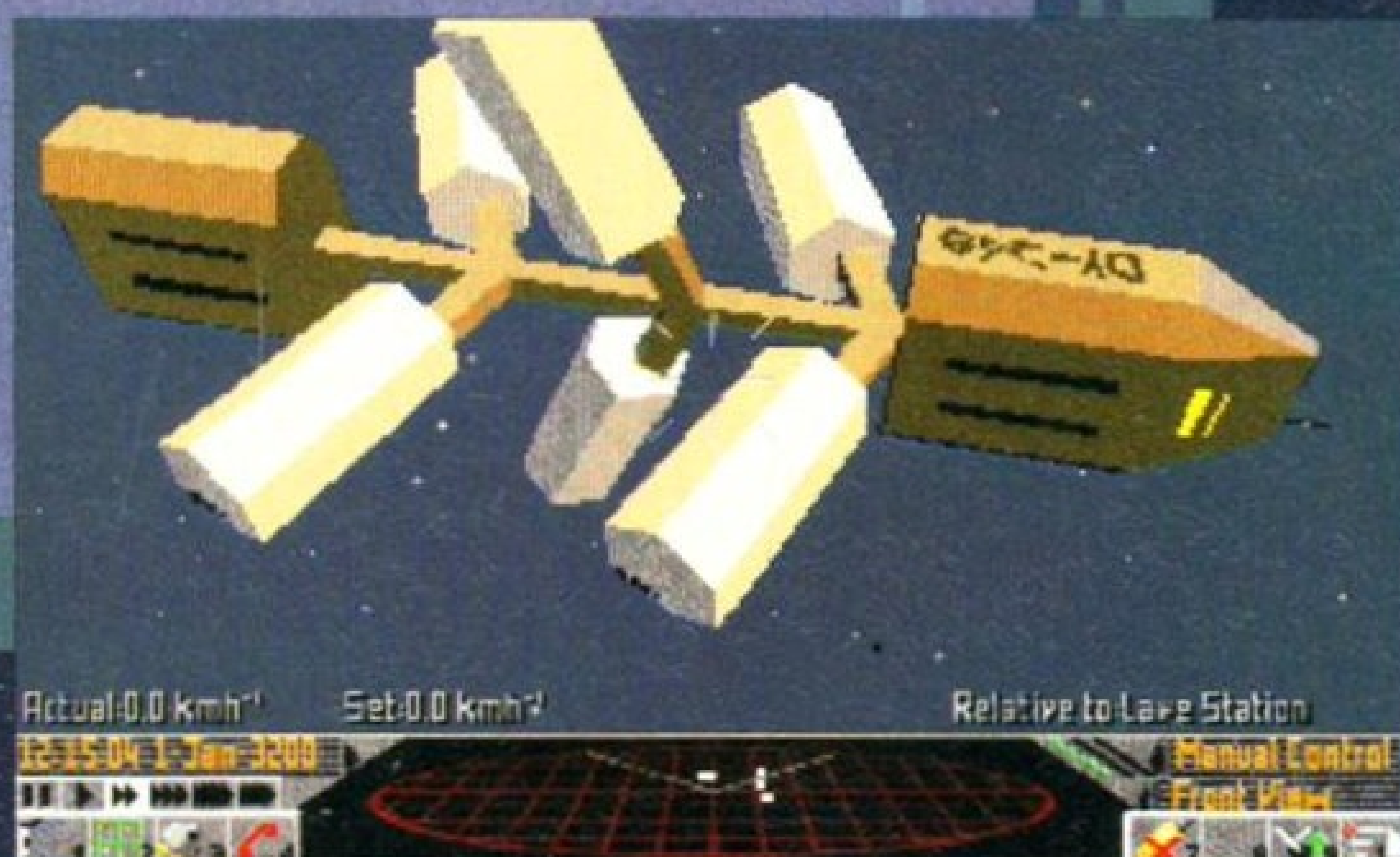
The 3D system used to create the universe is excellent, you can adjust the level of detail to suit, and the ships and planets are wonderfully detailed. The downside is speed, on an A600 on the higher detail levels it gets very jerky and slow. *Frontier* really benefits from a faster Amiga such as an A1200. The sound isn't at all bad though with plenty of effects and some stirring classical music.

A Mars a day

The game is controlled by a combination of keyboard and mouse or joystick. Flying about in space is weird at first because there is no up and no down, and battles can easily turn into a spinning frenzy as you try and bring your guns to bear. The navigation is handled very well, although it's a real pain if you don't use the automatic pilot. The game is well constructed and nothing

Continued overleaf ☛

D THE UNIVERSE, BUT BE CAREFUL, SPACE IS A BIG, BIG PLACE



Isn't she a beauty, and absolutely huge too. One of the many spaceships plying the void between star systems. The detail of the 3D graphics throughout *Frontier* is superb.

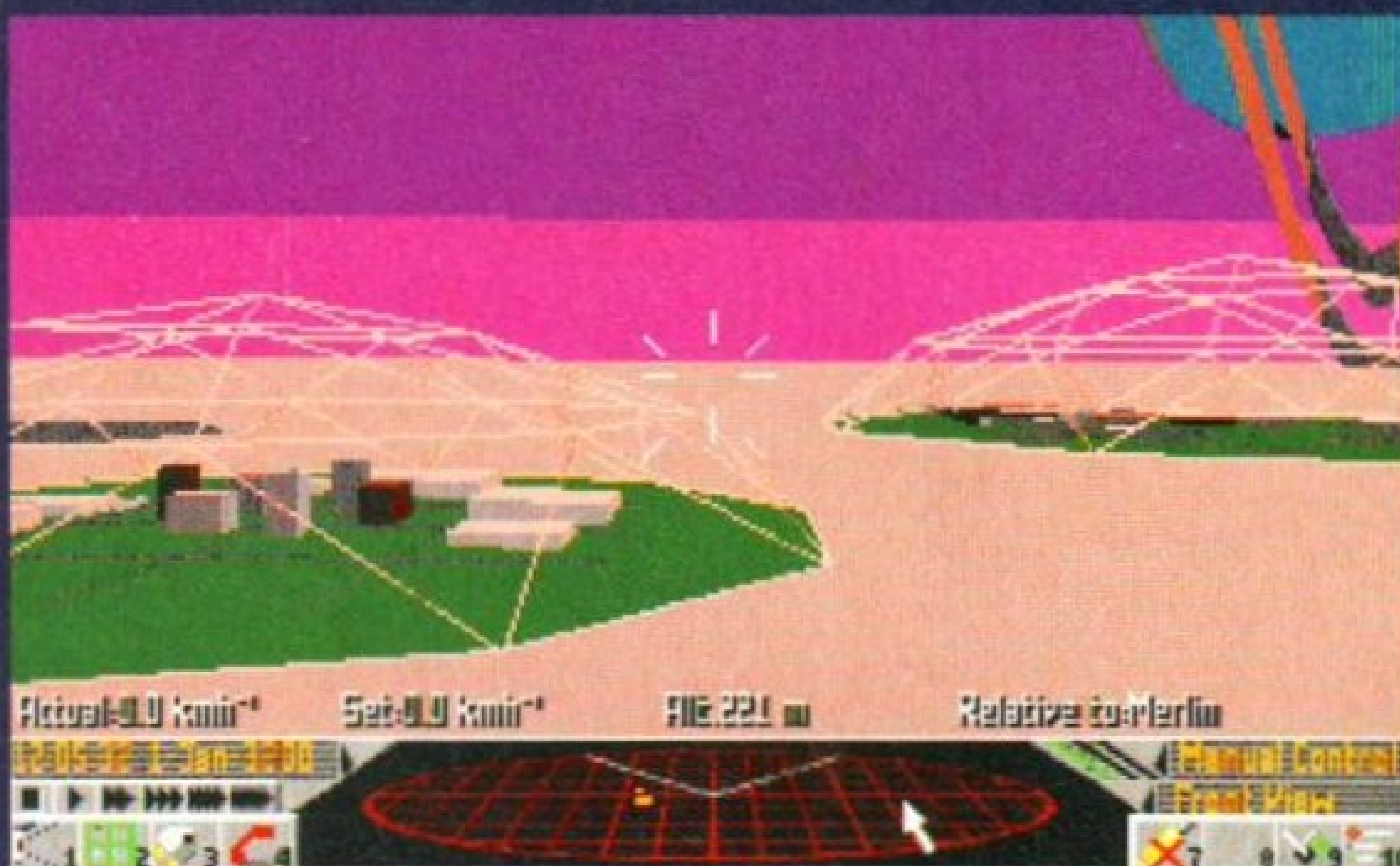


The end of life's great adventure. Your ship is dispersed across the universe in very small bits as you collide with a space station. Next time try aiming for the landing dock.

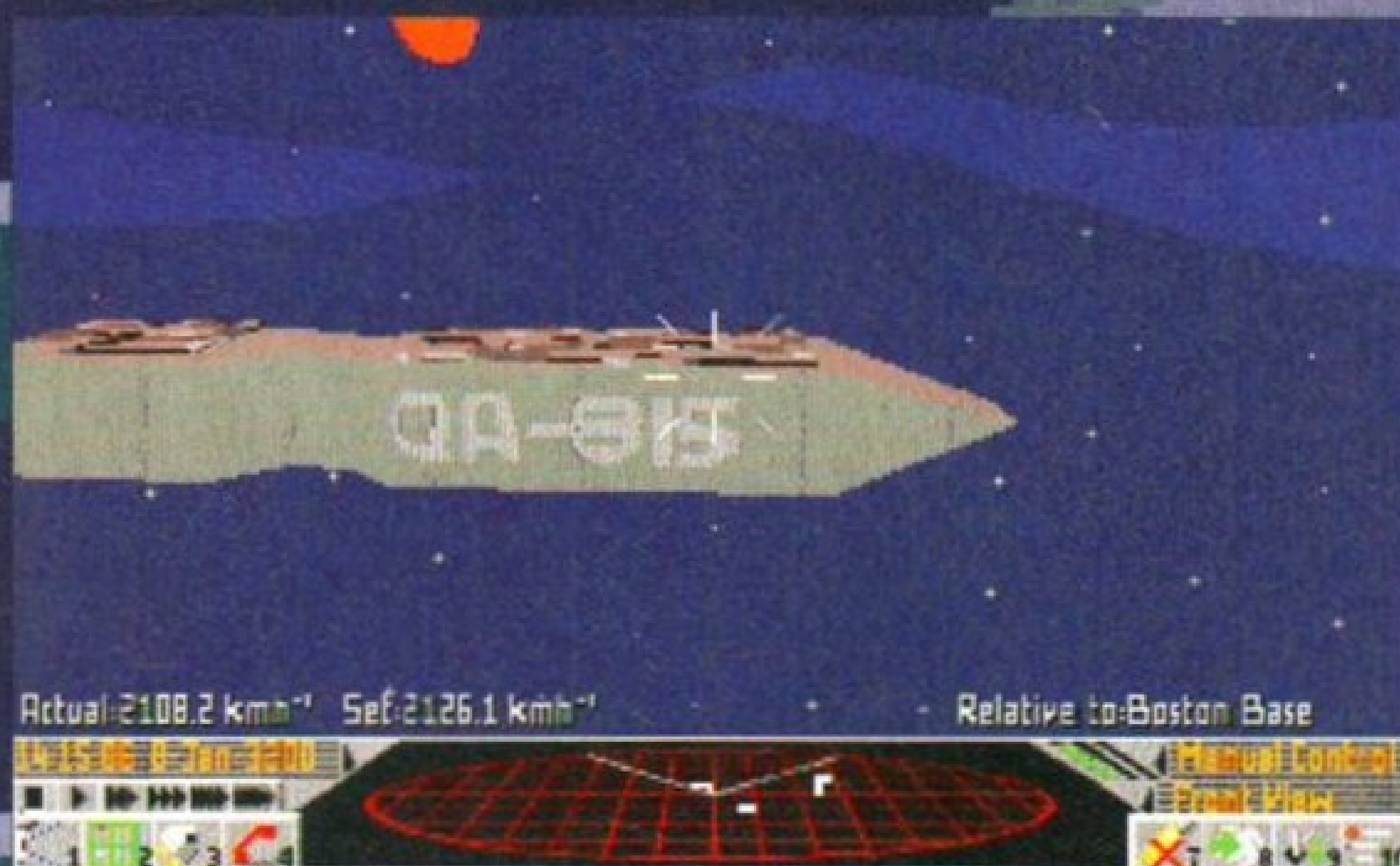
is particularly complicated, so once you've read through the manual once and tried out a few flights you'll have the hang of it.

It's best to start with a spot of commodity trading then build up to a couple of the simpler missions to get some dosh together for better ship before you try anything really dodgy. To tackle the serious stuff you need to pack a much heavier punch. Getting to the heavy-duty ships will take a long, long time.

One of the pains of the original *Elite* was docking with the space stations. It required plenty of practice and involved lots of frustrating explosions. *Frontier* gives you the choice of three starting position with different ships and equipment. The recommended starting position comes complete with an automatic pilot, a real boon. *Elite* purists can start at the original starting position with the same Cobra ship as *Elite*.



The best thing about *Frontier* is the size of it – there are millions (well, lots) of places to visit. In fact, it's a game that could turn into a way of life. Damn, I was trying to avoid that cliche.



Go on, give it a good blasting then you can fight it out with the law. This rather large freighter is just one of the many different ships that travel around in your bit of the known universe.

Big, huge, massive

The sheer size of the game is frightening, the star maps are huge, there are millions of worlds to visit and you'll never see all of it. It doesn't suffer fools gladly either; flying to a star system without a starport, running out of fuel or indiscriminate firing will all land you in trouble. Staying clear of the law can be difficult at times, once you get a reputation or incur a huge fine you had better pay up and be good. The law has a very long arm.

The game has a very nasty copy protection system. At certain points you have to enter letters from the manual, but the program doesn't tell you if you've input the right one. If you get it wrong, you are thrown out of the game later on, which is very annoying if you've just saved your position. There is no doubt that *Frontier* is an excellent game, there are dozens of ways to make money and get that ship you always dreamed of. But, it requires patience, and it is easy to muck things up and end up a fugitive from somebody or other. Combat takes a little practice, and it really helps to write prices and availability of goods down as you go along. *Frontier also* demands a meticulous approach, and some battles are very long winded and frustrating.

" The sense of freedom that *Frontier* gives you is glorious, and there is a huge game area in which to frolic. "

Aficionadoes of the original *Elite* may be a little disappointed, sure the 3D routines are stunning but the bare bones of the game are pretty much the same only bigger. It would have been nice to have had more interaction with the universe instead of constantly flying about and fighting.

If you missed out on *Elite* then you are in for a treat. The basic concept is simple and the addictiveness is horrifying. If you find yourself getting hooked then you have a game that will last and last. There will always be another world to see, another few credits to earn and another spaceship to fight it out with. The universe is yours, try not to dent the ship, eh?



If you are going to get very far in *Frontier*, it's vital that you do your homework. Check up on a system to find out what goods they have got, what they need and who is running the show.

FRONTIER



PROGRAMMERS
David Braben

PUBLISHER
Gametek 0753 553445

PRICE
£29.99

RELEASED
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GRAPHICS
1 2 3 4 5 6 7 8 9 10

Frontier's fantastically detailed 3D universe seems to go on for ever, and that's a long way.

SOUND
1 2 3 4 5 6 7 8 9 10

Lots of suitable space exploration sound effects and a choice of rousing classical music.

ADDICTION
1 2 3 4 5 6 7 8 9 10

Deadly in the right hands, clear your diary for the next few weeks. Best make that months.

PLAYABILITY
1 2 3 4 5 6 7 8 9 10

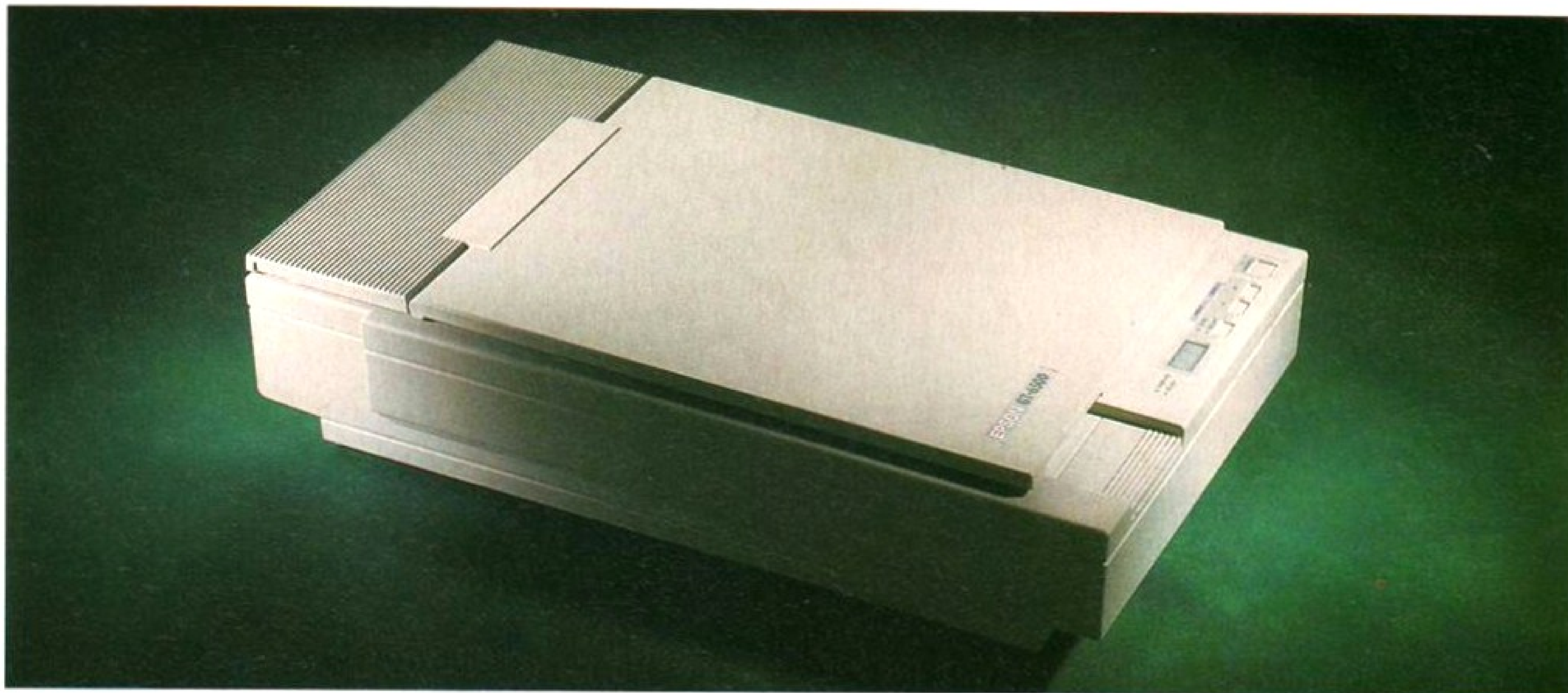
Easy to get into and difficult to escape from. Despite some frustrating parts it's still a winner.

VERDICT

" One pilot pitted against the entire universe. There are millions of worlds to explore and adventures to be had. *Frontier* sucks you in and keeps you hostage. It's a monster. "

90%

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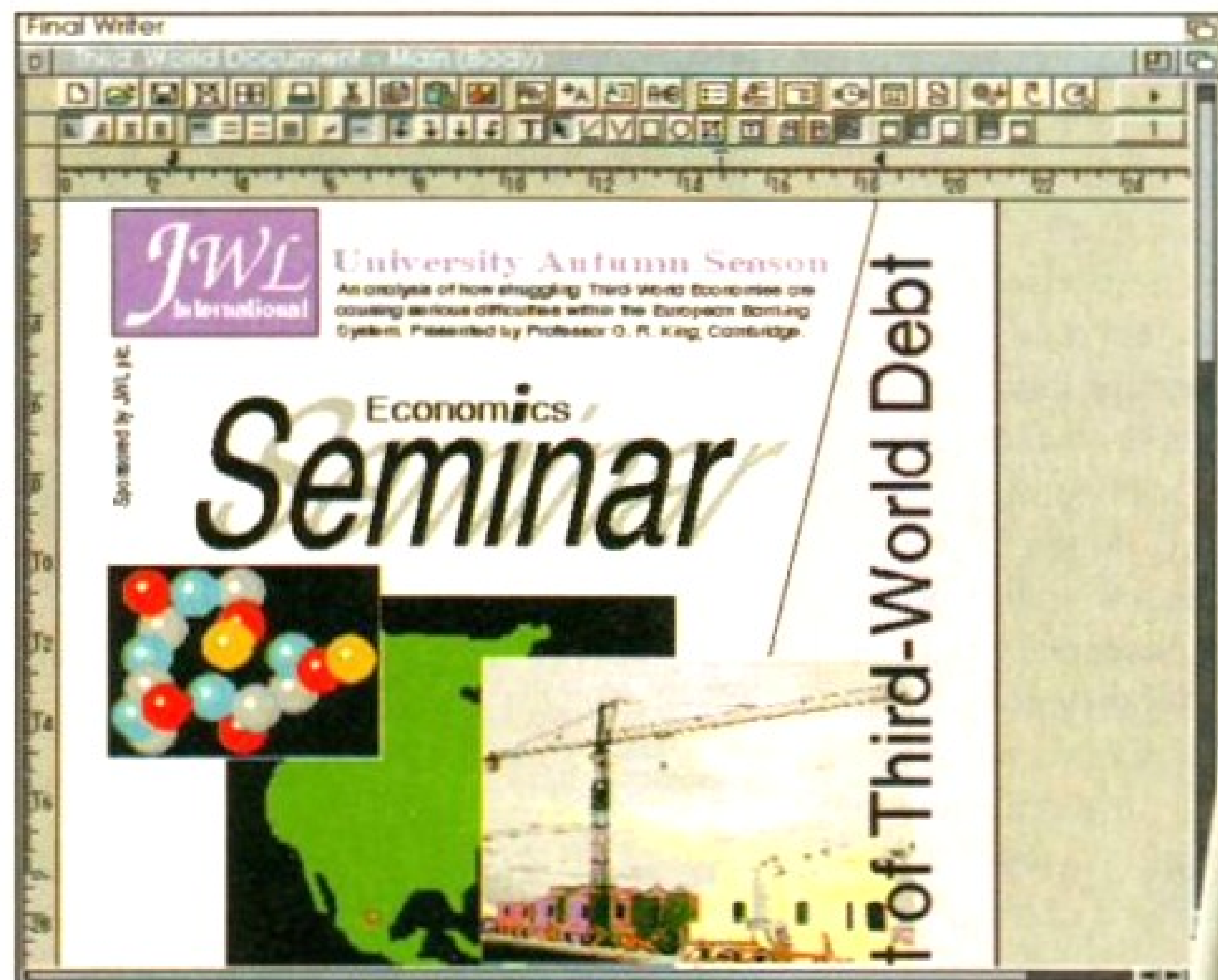
Look out for the competition details in this issue





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Seminar

The effect of Third-World Debt

- Origins
- Current situation
- Proposed measures
- Future prospects
- Conclusions

Actual printed output

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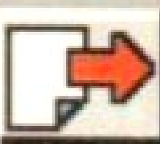
Even then though, you probably won't find a program that will combine the very best in Word Processing *and...* easy to use integrated DTP type facilities.

You certainly can't find software for your Amiga that's capable of all this...

...or Can You?









Raa: "Ooooh I feel sooo angry I could hit an alien really hard."
You: "Behind you! Behind you! Doah!"



Look, look… a brain with leaves! Let's all chase after it in a conga line! Let's all kill a nasty! Let's all kill a nasty! La-la, la, la! La-la, la, la!

Cyberpunks is what you are, in an interactively multi-media, virtually real environment. Lifestyle-wise, your tasking is orientated towards downsiding the alien threat.

Keeee-riced! Just how many fad-dish buzz-words can you pack into an opening sentence in order to get consume-or-die space cadets to take notice (not you lot, of course, but the other ones who are thinking of dropping their consoles and using decent machines). But buzz-literacies are what will sell *Cyberpunks* because there is about as much cyberpunk in this game as there is in an episode of *Open All Hours*.

This is your basic bug hunt, no matter what the normally above average Core Design would have us believe. It features three cute Nippon-style heroes – Raa, Bee and Gee (yes this is where the Gibb



Bros go when there isn't a crapulent movie to write a soundtrack to). Because they are Japanese cartoon-style (not Manga, let me add, but *Pizza Cats* or whatever they were called) they look like heavily armed eight-year-olds who have overdosed on caffeine – that's where those enormous eyes come from, surely?

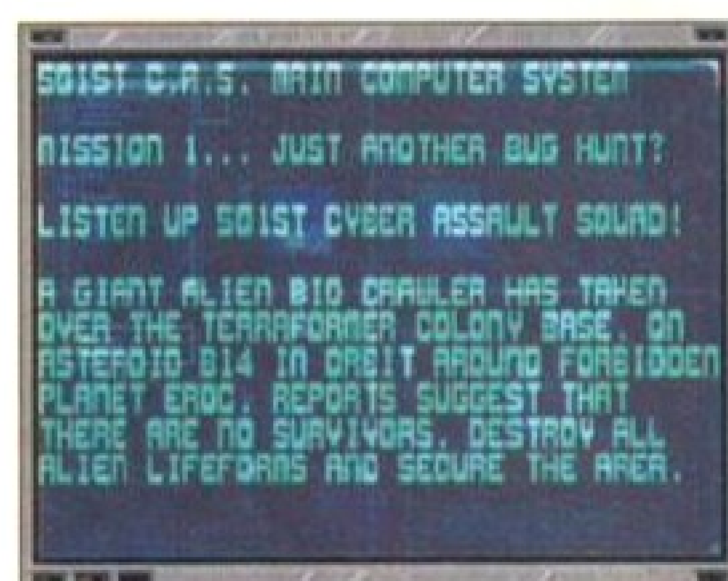
Their task as part of 501st Cyber Assault Squad is to 'rid the universe of the toughest of alien enemies!' Well, you get a bunch of sprites that look alarmingly like Alec Alien from the *Alien* movies, some blotchy blobby looking things that blob blotchily around the place, and some other monsters who follow you nastily. I'm sure that in the later-later levels there are heaps of real state-of-the-art 'toughest of alien enemies' but the urge to find out just isn't there.

Don't mistake these harsh words as a kicking for this game; as bug-hunts on jazzy-coloured backgrounds with a choice of weapons and a few puzzles to negotiate goes, then *Cyberpunks* does the job. A few people who watched while I was doing battle said: *"Chaos Engine"*. You have to live with comparison-making in this job. It does feel a bit like *Chaos Engine* because there is more than one character shooting at things.

In short, you control all three characters at once as they conga their way around alien worlds. Sure, you can choose a character to lead the crew. Sure, you can pick things up with that lead character until he gets full-up, and then swap characters using the space-bar. Sure, it will appeal to younger Amiga owners as well as a legion of spotty console-owners come the conversion, but as for lasting interest, I can't see it. But the one thing that destroys it as a playable fun-thing is that Raa and the BeeGees can't walk and fire at the same time. This turns it from a game that won't do anybody any harm to a just above average filler.

Tim Smith

CYBERPUNKS



Your mission, if you choose to accept it. This is where your highly-trained pre-teen-looking cyberpunks are given the low-down.



And this is the big green spaceship you are dropped off by. I wonder if mum or dad's driving? Do be at the pick-up point by 9.30!



Gee: "Now where are those ruddy aliens then?"
You: "Oh come on! Behind you! Behind you! You bunch of spotty nerds, it's behind you!"



Here's a tip. There is absolutely no point in shooting at walls. You have to use cold reason, logic and killer instinct. Failing that, you have to wander around the place for a little while longer and blow the hell out of a few other alien thingies. It's all good clean fun this, isn't it?

CYBERPUNKS



PROGRAMMERS
Mutation

PUBLISHER
Core Design

PRICE
£25.99

RELEASED
Out now

GRAPHICS
1 2 3 4 5 6 7 8 9 10

Cutesy Japanese-style figures firing some multi-coloured shells at some very cute enemies.

SOUND
1 2 3 4 5 6 7 8 9 10

Does more or less what you would expect from a basically quite fun game.

ADDICTION
1 2 3 4 5 6 7 8 9 10

It's not off-putting, but you'll only come back to it when you've little else to do.

PLAYABILITY
1 2 3 4 5 6 7 8 9 10

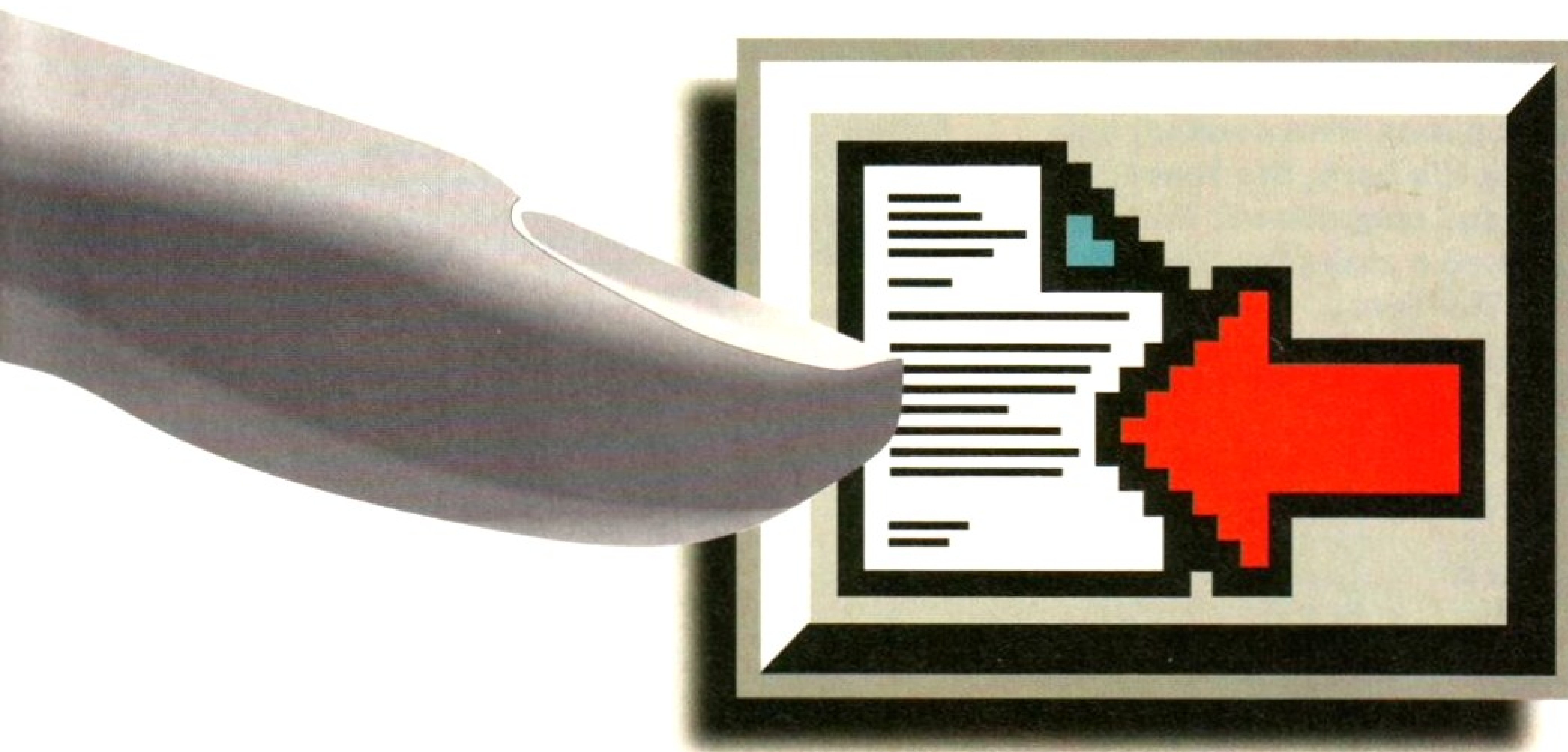
Control system that enables you to control the characters with a minimum of keyboard presses.

VERDICT

" *Cyberpunks* is a basic bug hunt and is enjoyable as such. But it hasn't got the right ingredients to urge you on to higher levels or hold your interest for long. "

75%

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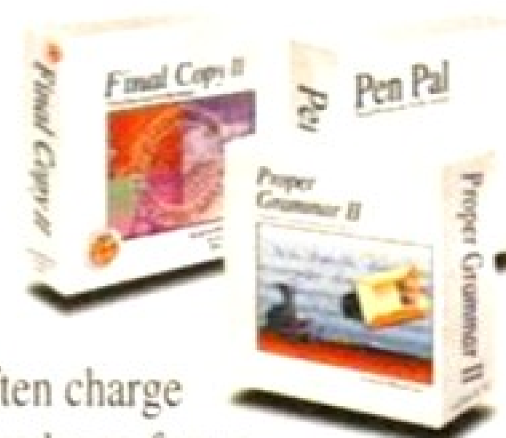
Output crisp PostScript™ font outlines on *any* graphic printer (not just expensive lasers), and was it supplied with over 110 typefaces? Import, scale, crop, view on screen and output structured EPS clip-art images (Final Writer is supplied with a hundred), again, on any printer? Also create structured graphics and rotate them along with *text* to any angle, giving you DTP quality presentation? Provide a huge range of printing options (eg. thumbnails, scaling, crop marks etc. on PostScript™ printers) and fulfil other advanced Word Processing functions easily such as automatic indexing, table of contents, table of illustrations and bibliography generation? With Final Writer, this is now available to you along with a list of features that just goes on and on. We know that you'll be impressed by this revolution in Amiga Word Processing, but don't be put off by it's advanced capabilities. With its complement of user definable Command Buttons and Superb Manual, Final Writer is simply one of the easiest programs to learn and use.



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HIRED GUNS



It's been a long time coming, but now that it's here, the tense, moody and magnificent *Hired Guns* has staked a claim for the title of Game Of The Year...



The map of your triumphant victory, or is it the chart to your eventual and extremely painful doom? There's only one way to find out and that's to move the marker, choose a mission and dive in.

Are you absolutely sure that rock is really a rock?"

"Yeah, it's a... blatta-blatta-blatt! Burrrrrr! Ding! Pow! rock."

"Fine. Where now? Down the dark tunnel? Into the underground river? Behind that glowing door with the big brown thing with teeth?"

"Down the dark tunnel"

"What's that noise?"

"Oh, just a sound effect of a big thing with claws."

"Turn the lights on for a second. Let's have a beer."

"What was that noise?!"

"Blatta-blatta-blatt!"

"Blatta-blatta-blaurghhhgh..."

"Come on let's get out of here and go for a beer."

"No you go and have one, I've just got to pick up that flamer from your skeletal corpse."

"You mercenary swine."

"Yup!"

Memories are made of this. *Hired Guns* is one of those transitional games. It's one of those games that puts an end to one genre – the 16-bit Bug Hunt – by topping it and doing it as well as any game of this heavy-fire, nasty-atmosphere, cruel sound effects and neat control system could ever hope to do. And then it looks forward to the games that will come after it.

Shoot to thrill

Basically this is *Eye of the Beholder* for people who can't abide gnomes and paladins. But it overrides *EOTB*'s control system with a slickness that we have come to expect from DMA. It is also *Laser Squad* from the perspective that we have desired for years and years.

The games it looks forward to will come with the 32-bit Amigas, with the Amiga CD32 as well as the addition of texture mapping and 360-degree views.

> **"*Hired Guns* puts an end to one genre, and then looks forward to the games that will follow it."**

There is one thing that I have never said in a game review (and I've written loads of them) and that is that the programming team must be proud of this as an achievement. You can tell this most of all by the fact that they have even built in a long-term retention device in the form of customisable graphics. That's right, with a copy of the ubiquitous *Deluxe Paint*, you can build in your own characters in the form of dear old Amiga IFFs (*DPaint*'s own file format). Now if that isn't a bunch of developers saying: "Go on, get even more out this game. Get really involved in this!" then I don't know what is.

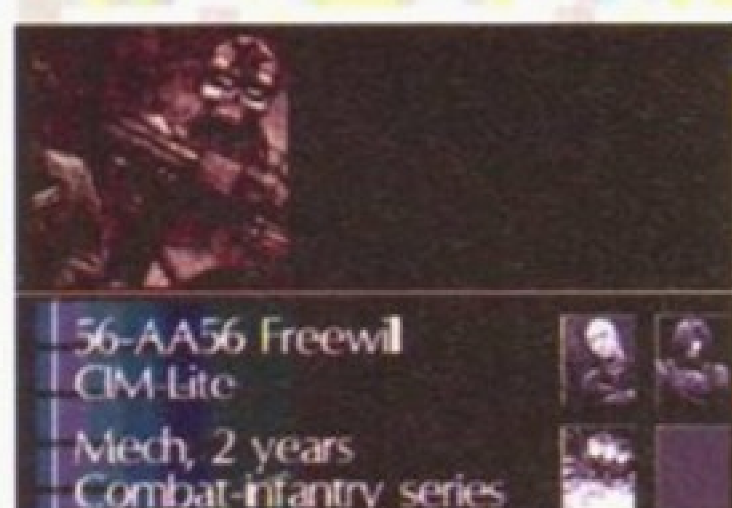
So, aside from all this praise, what's the game about? Well, there is a plot. There are even four manu-



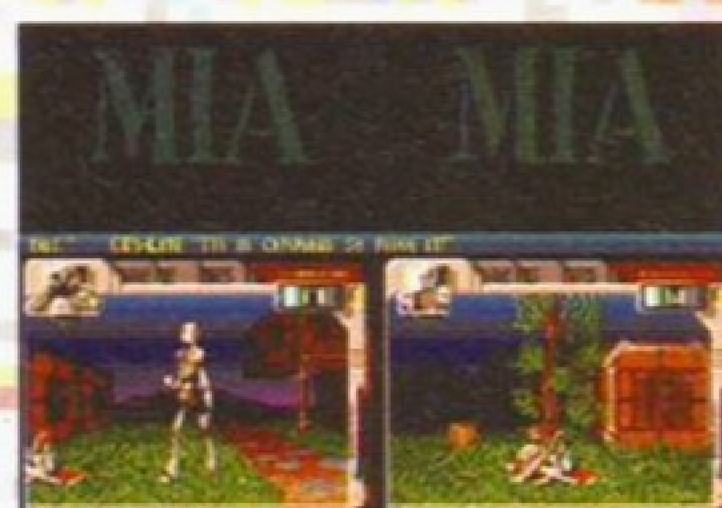
Looks complex doesn't it? Well that's because it is. Each of the four sections of this screen provides you with an option. Most of the options end with your agonising death. Life, it stinks really. Don't it.



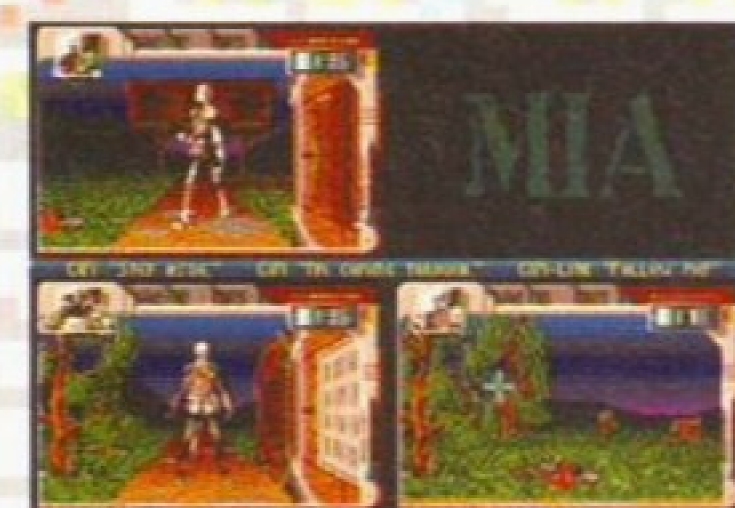
George, Ringo, George and John all looking for The Rolling Stones to beat them up? Maybe not, these are your lads (and lasses) off to track down several space dollars worth of meat.



"Hi, my name is Cim-Lite and I'm a cancer. I like shooting, shooting, maiming and shooting."



No, not two of Woody Allen's girlfriend's mothers, a couple of your pals are dead!



What do they mean Missing in Action? It should say 'Dead, seriously non-alive. Stuffed. Urgh."



Escaped at last. Mission completed. Now off for a well-deserved rest and a cocoa. I don't think.

Coooo! Looks gorgeous doesn't it? It looks like that bit of Wales you go past on the train on the way to Fishguard. Nope, it looks like Hammersmith flyover after a few too many tequilas really.

als, one of which is a novelette detailing this plot. Reality Break! Four manuals. Four nicely put together, shiny paper and missing apostrophe, manuals each with its own binding. Isn't this just a little excessive? Couldn't we have got the whole lot in one manual and saved on cost? Couldn't Psygnosis also have built the copy-protection sheet in the same manual?

Back to the plot. Hell, you are on a planet. It is full of genetic freaks. They want to kill you. You are being paid to kill them. There would appear to be no room for conversation or even the occasional game of football at Christmas: GeneFreak City v Mercenary United played out between the DNA-fractured trees and the strangely-formed rock outcrops. No, as I said, this is a Bug Hunt. Your character motivation (hey, if Amiga games really are taking on movie-type qualities then why the hell shouldn't you play up like Al Pacino?), your motivation for all this killing, mayhem and generally mature behaviour is that you are a mercenary. In fact, you're four mercenaries. In fact, you can be one of four, or two of four, or three of four. And if four of you want to play *Hired Guns*, well just do it.

“ It's one of the most atmospheric, exciting, tense and challenging games of the last few years. ”

You can be a mercenary with a soul, a mercenary with a dark secret, a mercenary with a workstation for a mind, a mercenary with poor dress sense, a mercenary with a beard, a mercenary with cramps every 28 days... but most of all you can be a mercenary with a gun and with the desire for dosh.

If you played the demo of *Hired Guns* on the cover of *AF44* then you'll be aware of the perspective and control system. If you're new to *Amiga Format*, welcome, and what you have been missing is one of the most atmospheric, enclosed and sonically-appealing games of the last few years. Yes, *Hired Guns* really is that good. In fact it's the best Amiga game of this year, and perhaps even any other year.

Hired and emotional

The only places you can't look or fire are up and down (I hope that DMA tweak this for CD32 – a big tweak, I know but if it can be done on *Jurassic Park* from Ocean, I don't see why they shouldn't have a bash at CD32 *Hired Guns*). Apart from this restriction the rest of the *Hired Guns* world is your rather rank and life-threatening oyster.

As for the control system, put it this way, before Psygnosis deigned to present us with a review copy in fully finished form with box and manuals, I had been playing the pre-review copy for weeks without reference to anything but what appeared on the screen. And I'd been loving every minute of it.

This review isn't a manual, so I'm not going to explain how everything works here, you'll have to find that out for yourselves. Suffice to say that it is the most seamless control system of its type that I've ever seen on the Amiga. Brilliant.

That really is that. *Hired Guns* is all about strategy, violence, intelligence, problem solving of a superbly weighted standard, atmosphere, and playabilty. If Amiga games really are taking over from pop music, then *Hired Guns* is *Their Satanic Majesties*, and DMA are The Stones. We have only just begun.

Tim Smith

Problems, problems. There's a very useful looking thing out in that nasty, infested pond. You would rather like to see what it is. This calls for thought, reason, diving in, and killing loads of things.

A brick. Now that's useful. You can build a place to go and shake in a cowardly fashion.

Yes, it's definitely a brick all right. This handy, hi-tech Get Info options proves that point.

"Kill! Kill! Kill! Kill! Kill! Kill! Kill! Kill! Kill! Kill! Kill! Kill! Kill! Kill! Kill!" Erm... Kill!

HIRED GUNS

PROGRAMMERS
DMA

PUBLISHER
Psygnosis 051-709 5755

PRICE
£34.99

RELEASED
Out now

GRAPHICS
The enclosed, claustrophobic environments are eerily atmospheric.

SOUND
Near as dammit perfect. They avoid melodrama, and are brilliantly sparse.

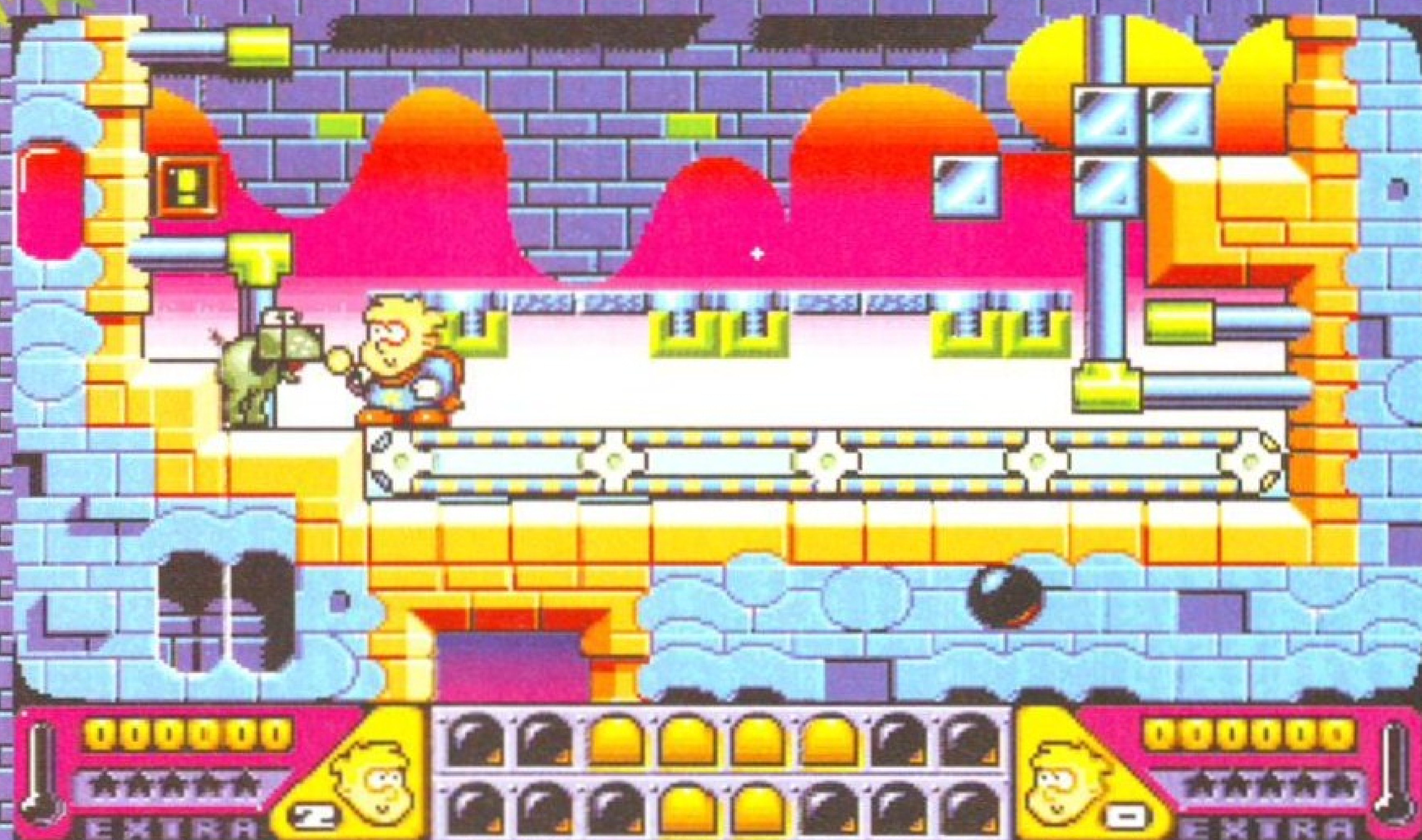
ADDICTION
This game has the ability to actually take it out of you after prolonged playing.

PLAYABILITY
You can't look up or down, but the rest of the gameplay is close to perfection.

VERDICT

“ Games of this standard don't come around very often. *Hired Guns* is the closest thing to perfection that I've ever seen on the Amiga. A great achievement. ”

95%



Magic Boy has many methods of moving around the worlds, for easy travelling with little effort he steps on to a conveyor belt and zaps anything that gets in his way. Here he stuns 'dog creature' with his wand, then chucks him down to the dark dungeon where the other captured creatures await their fate.

MAGIC BOY

Magic Boy goes by the name of Hewlett (nothing to do with Packard and printers) and is a cute caped character who loves to zap the monsters that roam his worlds with his magic wand.

The reason there are monsters there in the first place is all Hewlett's (no I can't go on calling him that – it's just MBoy from now on) fault. Staying behind at Sorcery school one night, this little swot let all of the Grand Wizard's creatures out into the magical landscapes surrounding the school. Now if he's not to get in to mega magical trouble, he's got to get all the creatures back in to the dungeon.

Being an ace student, MBoy is quite adept at outsmarting the creepy creatures, but he meets plenty of pitfalls and tricky traps which can prevent him from keeping his perfect pupil reputation.

The monsters come in a variety of species including flying birds, *Ghostbuster*-like green ghouls which bound around waving their jelly-like arms and an assortment of sharks, fish and crabs with oversized claws.

MBoy's weapons change, as does the direction in which he can shoot, depending on which pick-ups he has collected. But he doesn't actually kill the monsters – he just stuns them and stuffs them into his hessian sack before he dumps them in the dungeon.

Now the real trick at getting on in this game is using swift sharp movements because on every level you're racing against the clock. Until all the creatures are locked up, they'll start to escape one by one and you can find yourself whizzing up and down searching for the one that got away.

Jumping about to the tune of *The Sailor's Hornpipe*, MBoy works his way through four worlds – Sand Land, Wet World, Plastic Place and Future Zone – there are two versions of each world and each has eight levels. Each level is completed by capturing all the creatures, and bonuses can be picked up by stepping on squares which change colour when you land on them. Littered along the landscapes are the usual fare of features such as dissolving or ice platforms, springs, conveyor belts, sticky blocks and trap squares which are safe to walk on, but if you fall on to them, they're lethal.

In looks *Magic Boy* isn't a ten, it's more like a six, but it looks better than it sounds – the jolly *Blue Peter* theme tune soon becomes irritating. Its scrolling is smooth, although if you pull back on the joystick to check out the lower part of the level and then jump up fast, the scrolling doesn't always keep up with you.

Magic Boy is fun and difficult enough to offer most games players great value. And a definite bonus in the value stakes is that Empire have packed the funky *Cool Croc Twins* (*AF37*, 88%) on to the same disk for free!

Julie Tolley



Magic Boy doesn't hang around once he hits ice blocks. Sliding along at speed, perfect timing is called for when you jump from block to block.



Springing in to Future Land 2, the trick here is to keep moving from left to right skillfully moving up at the same time.



You've got to be extra quick not to be caught out in Wet World 2 – the question mark boxes constantly change their solid state.

MAGIC BOY



PROGRAMMERS
Blue Turtle

PUBLISHER
Empire 081-343 7337

PRICE
£25.99

RELEASED
Out now

GRAPHICS (7/10)
Backgrounds are well drawn, and all the monsters are imaginatively created.

SOUND (6/10)
Often the downside of platformers, this is no exception. Very quickly becomes irritating.

ADDICTION (7/10)
With 64 levels to keep you interested it's definitely one you'll have to be dragged away from.

PLAYABILITY (8/10)
Great fun that keeps you on your toes because you have to be quick to complete each level.

VERDICT

"Not brilliant, but fantastic fun. It's packed with features which keep you coming back for more. With 64 levels it's great value – and you get Cool Croc Twins for free!"

83%

TFX









"It's more than a straight flight sim:, D.I.D. have emulated multi-million dollar flight simulators. When you play TFX the first thing that hits you is the detail of the landscape... over seven million square km appears on screen, with hills, roads and mountains all in the right place." THE EDGE

"The graphic detail is quite superb, with stunning visuals and strong sense of image, TFX is quite often like watching a movie... when I first saw TFX my jaw dropped so far it took me 15 minutes to find it again! It's fast, good looking and fun." PC REVIEW

Tactical Fighter Experiment... the only choice worth making where state of the art flight simulation is concerned.
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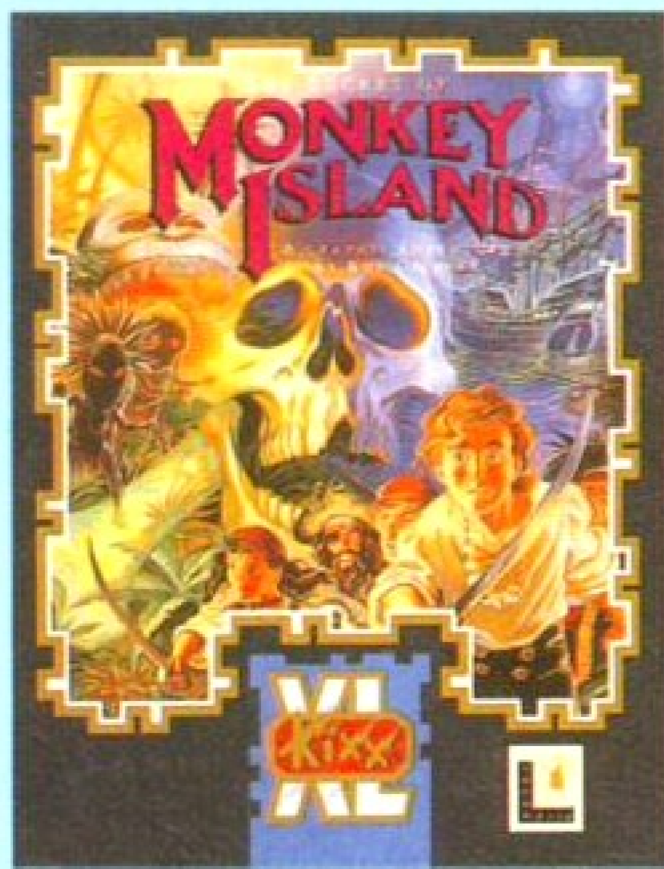
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THE SECRET OF MONKEY ISLAND*

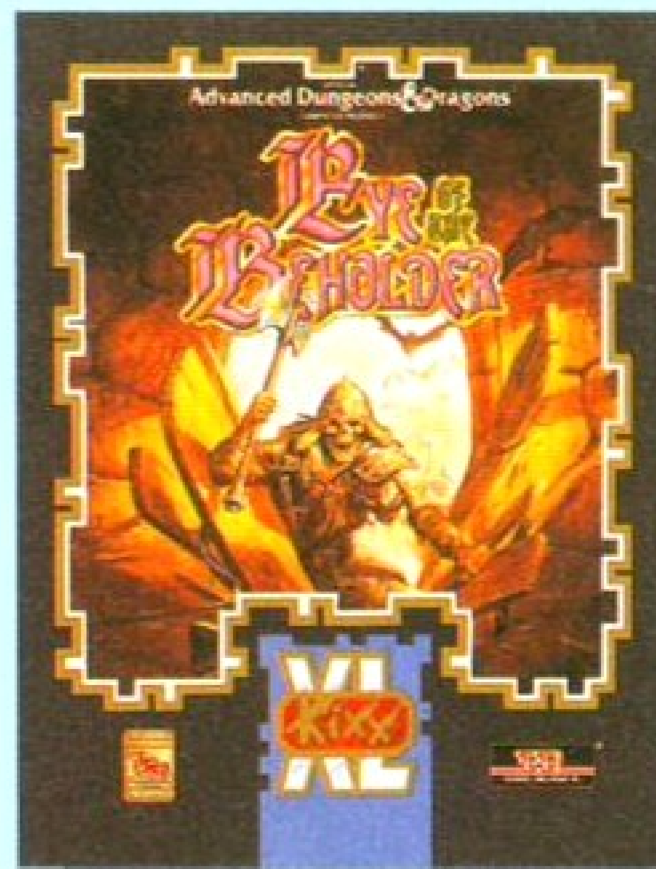
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EYE OF THE BEHOLDER

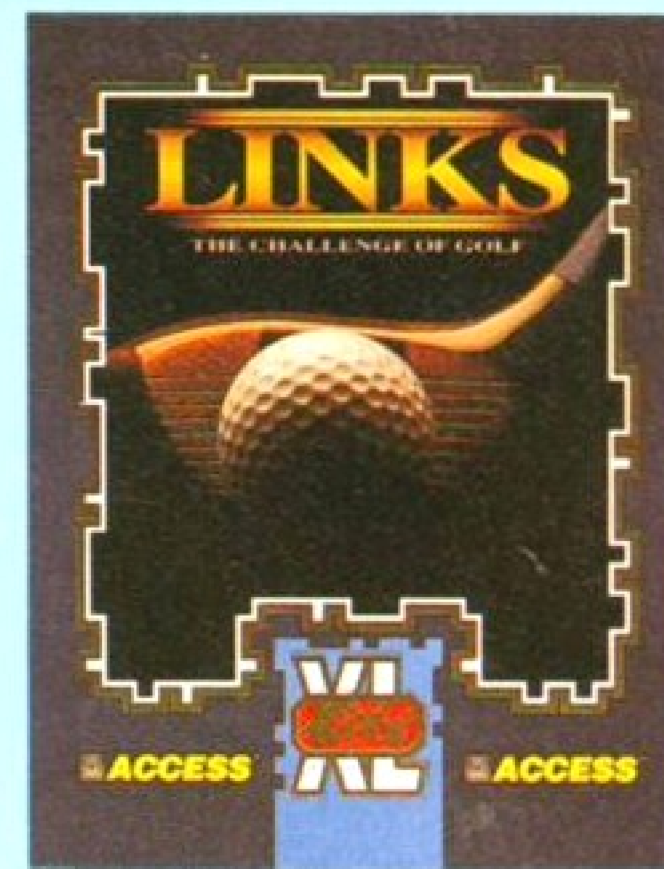
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- Incredible 3-D contoured terrain.
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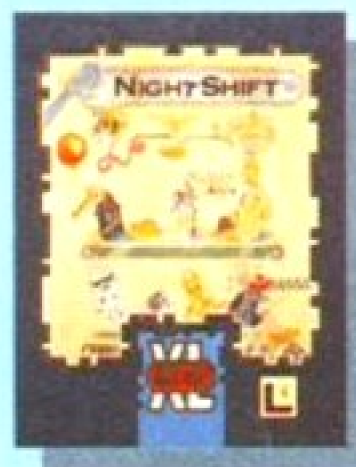
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ROBIN HOOD



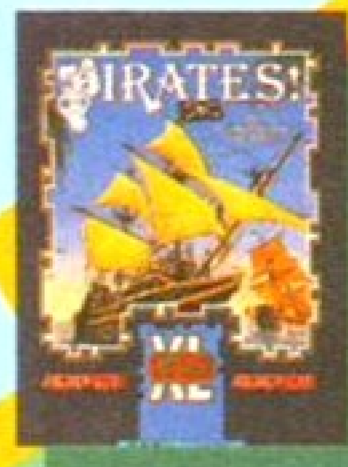
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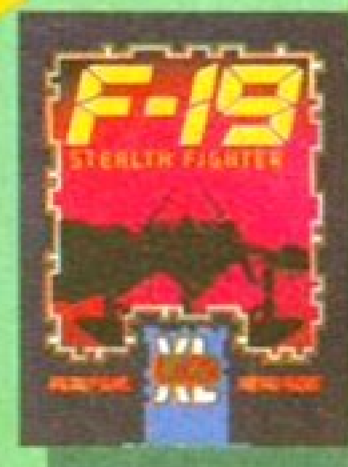
CYBERCON III



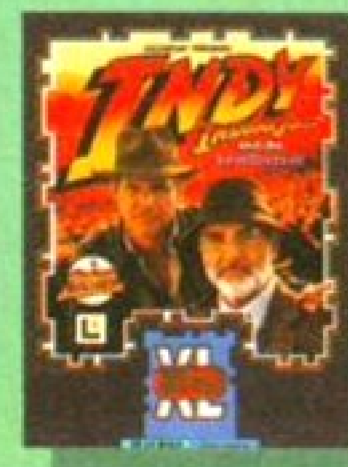
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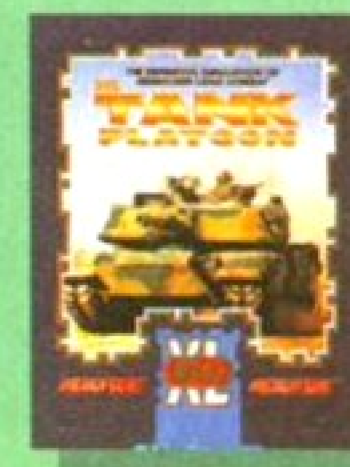
PIRATES!



F19 STEALTH FIGHTER



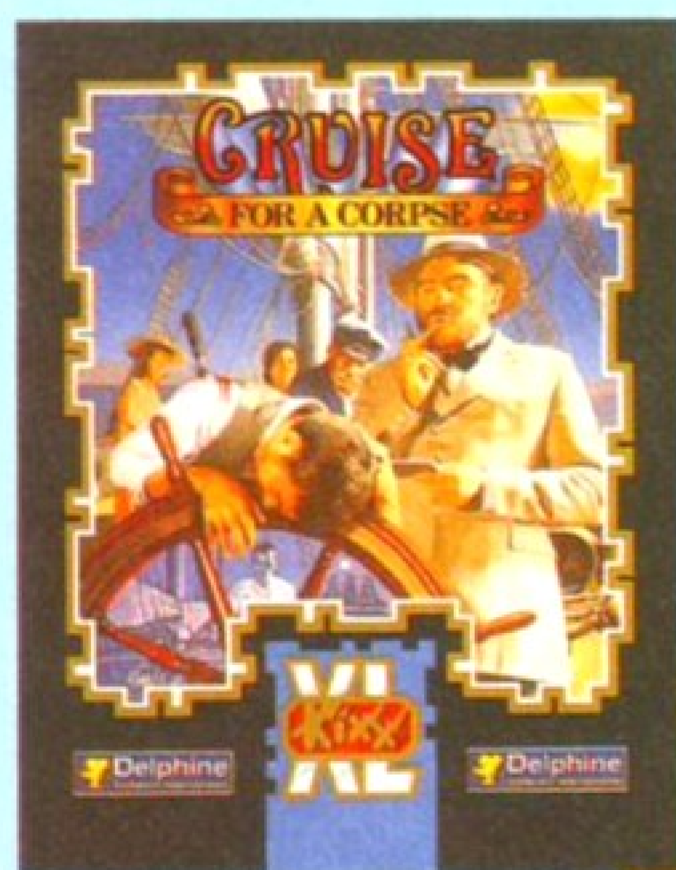
INDIANA JONES and the LAST CRUSADE* THE GRAPHIC ADVENTURE

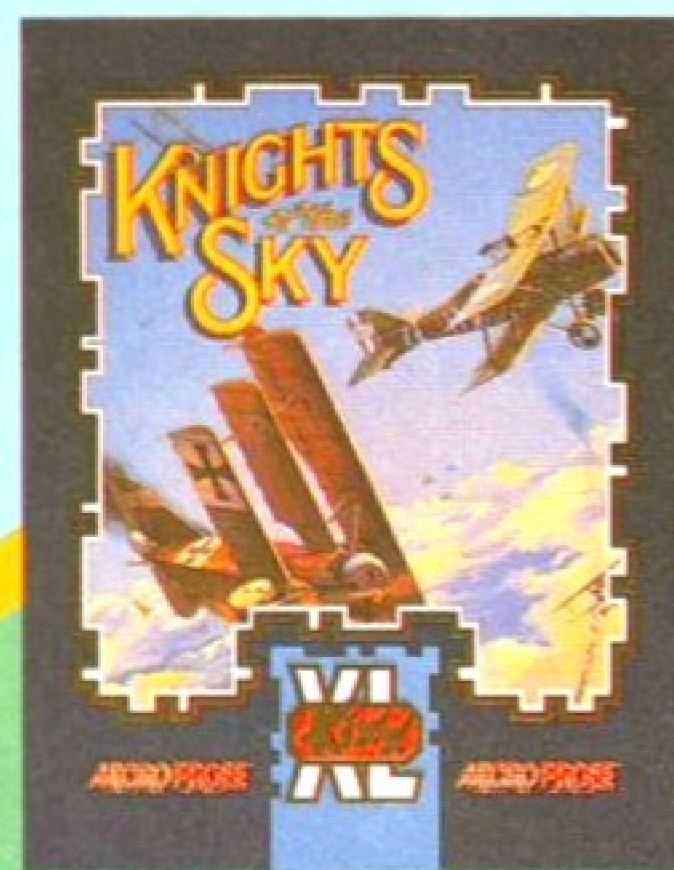


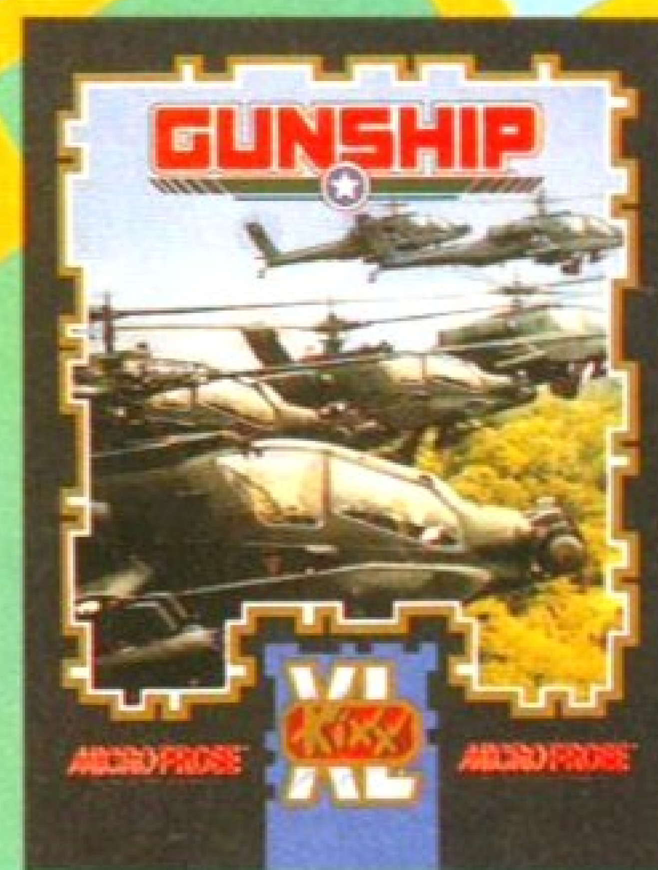
M1 TANK PLATOON

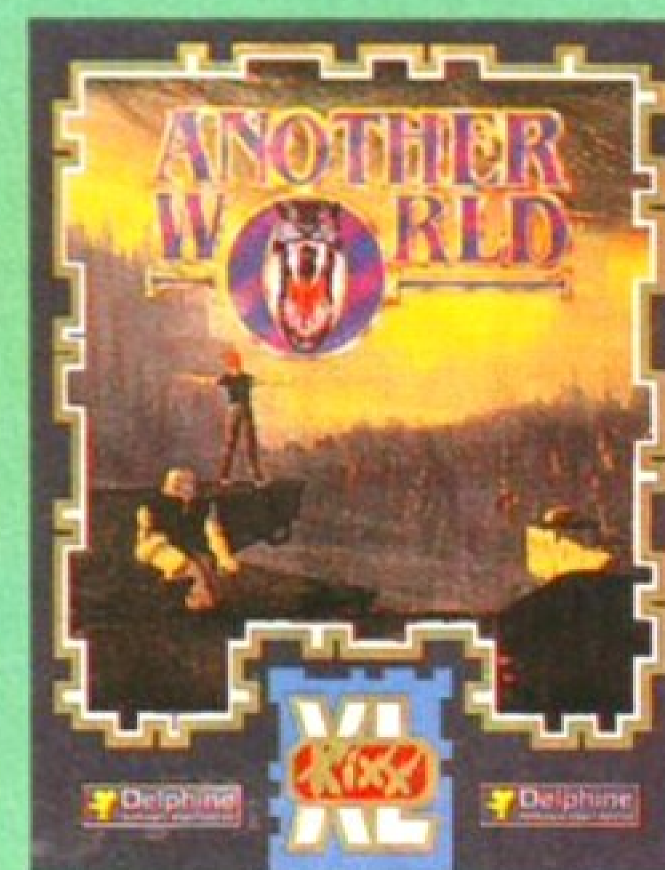
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From the deserts of the Middle East to the killing fields of Cambodia, there's only one plane guaranteed to strike fear in the maddest dictator's heart. Stealth Fighter 2.0 is here...


Strap yourself in and prepare for one of the most exciting rides in history. The Stealth Fighter is slick, black and looking for a bad time.


Weapons loaded? Check. Fuel on board? Check. Paste and cucumber sandwiches in place? Check. Looks like you're all fired up and ready to go.

F-117A NIGHTHAWK

Flight sims, eh? Most of them are about as exciting as watching the M25 video, or a driver's eye view of the rail journey from Aberdeen to Penzance. They come with manuals the size of bungalows and instructions which you need a degree in Physics to understand. Sheesh! You have to admit, though, that some are rather better than others and MicroProse have earned themselves a fat fortune making games that are just that.

F-117A is the long-awaited sequel to the fantabulous *F-19 Stealth Fighter*, one of the best flight sims ever, and shares *Gunship 2000's* extremely playable game engine.

For *Stealth's* second excursion into the world's battlezones, MicroProse have enlisted the help of some of the world's biggest trouble spots – Central Europe, the Persian Gulf, Cuba, Korea and Vietnam – and supply you with an infinite variety of suicidal missions for you to throw your Amiga at.



To make the gameplay even more interesting, you also get three levels of conflict – Cold War, where you can be penalised for attacking unspecified targets; Limited War, where you can kind of do what you want as long as no-one finds out about it; and Conventional War, where you can shoot jettisoning pilots, napalm villages and cause people to flutter their order papers at the UN and get rewarded for it.

But hang on. You've got to learn to fly the thing first. *F-117A* also gives you the option to carry out training missions in all the different theatres of war, so you can get used to the levels of opposition awaiting you, with an infinite supply of ammo and parachutes. This is a pretty neat idea since you're not penalised for ploughing into hillsides or flying off in a completely different direction all together and going to visit your mum, or something.

Take off and destroy

If you've never played a flight sim before, the sight of all those controls, hot-keys and weapon options can be a bit bewildering, especially when you've just been jumped by a

NATIONAL STEALTH SERVICE

The Stealth Fighter's cockpit contains an alarming display of warning lights, tracking cameras and Head-Up Displays. Here's our guide

HEAD-UP DISPLAY (HUD)
Supplies all flight information: has three modes – Navigation, Air and Ground. Press <F2> to toggle them.

DAMAGE INDICATORS
Warns you of battle damage to crucial flight systems including radar-jamming equipment and bomb-doors.

DEFENCE INDICATORS
Sophisticated array of warning systems warn if you are tracked by enemy radar or under threat from missiles.



LEFT MULTI-FUNCTION DISPLAY
Your primary navigation equipment. Press <F3> to toggle between Map and Combat views of your aircraft.

RIGHT MULTI-FUNCTION DISPLAY
Navigational tools for waypoints (F7) and mission objectives (F10). Press </> to activate remote camera.

EQUIPMENT INDICATORS
Warning lights for bomb bay doors, brakes, flaps, landing gear and automatic pilot are located here.

ELECTRO-MAGNETIC VISIBILITY SCALE
Tracks how well you're doing at keeping hidden. Even keeping the bomb doors open makes you easier to spot.

TRACKING CAMERA/FLIR INDICATORS
Tracking tells you how far away you are from a given target: while FLIR is an infra-red camera which is activated by pressing <F6>.

FUEL AND THRUST DISPLAY
Tells you how much fuel you have left and how much engine power you are using, expressed as a percentage.

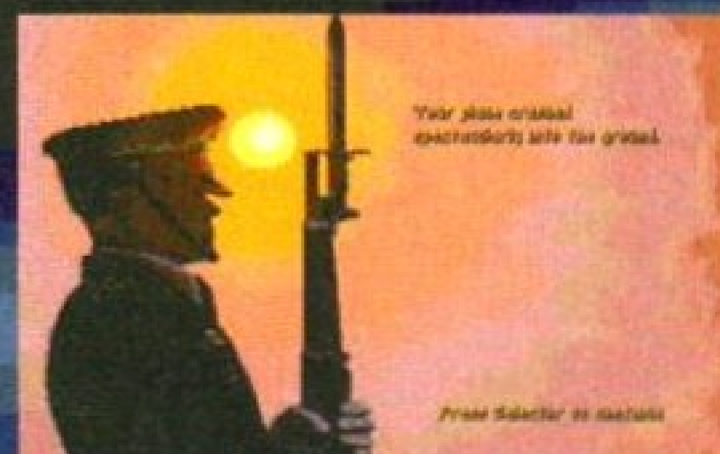
ARTIFICIAL HORIZON
Used mainly in night-flying to keep the aircraft on an even keel. After all, there's no point flying upside-down.



You begin every mission with a visit to the Briefing Room where you're given a series of waypoints to the target and can have a good look at the opposition you're likely to face.



With such a variety of targets, you're going to need even more weapons to destroy them with.



Spend too long gawping at the gorgeous 3D landscape and you may plough into a hillside.



The stars look on helplessly as your chunk of inky death screams towards its next objective.

With eight different camera views, you know you're alwaya going to be where the action is.

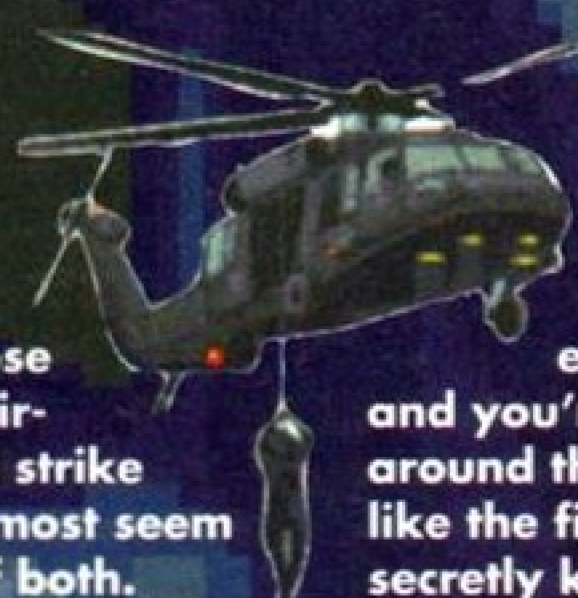


Yowsa! An enemy missile boat takes a direct hit from the missiles you've unleashed upon it.

squadron of MiGs and are in full-flight panic mode. Even if you manage to take off and destroy successfully, there's always a tricky carrier landing in the Bay of Pigs waiting for you on your return. Practice like your life depends on it.

Things are rather less sweet when it comes to doing the missions themselves. You usually have two or three objectives to achieve in a single sortie, so weapons and fuel are often at a premium. Waste all your cluster bombs on Saddam's palace and you have nothing left to chuck at the chemical weapons factory down the road. Some missions don't call on you to use any weapons at all, you just have to fly over specified targets and photograph them for the boffins back at base, while avoiding all the radar-guided missiles homing in on your tail. You can also choose whether to play air-combat or ground strike missions, though most seem to be a mixture of both.

" F-117A's many missions will have you hammering the baddies until the next real world war starts. "



F-117A is the kind of game you're either going to love or loathe. MicroProse seem to churn these things out with alarming regularity and most of them are pretty top-notch, state-of-the-art stuff. This offers you some extremely nifty graphics, night-flying options – complete with twinkling stars and moon – and all the usual slot and remote camera views you expect.

The missions are varied and become increasingly complex as your skills as pilot and tactician progress, but the Stealth proves to be extremely easy to fly and you're soon zooming around the enemy's airspace like the fighter ace you secretly know you are.

Crasher or coward?

Getting yourself safely back to base is a much trickier proposition, especially when you're expected to land on the narrow deck of an aircraft carrier. It takes a fiendish amount of practice to get it right and it's often easier to just bail out or ditch into the sea. Total cowards can opt for the No Crashes option – which at least gets you back on the ground in one piece – but an Autopilot Landing option would have been a much less messy proposition.

Despite these drawbacks, *F-117A* is very, very good. The 3D graphics are marvellous, the sound effects realistic and the missions will have you hammering the baddies until the next real war starts. This won't be an essential buy if you already own loads of flight sims, but it's a cracking game nevertheless.

Rob Mead



The main menu. Here you can choose a pilot and a theatre of war, or attend a mission briefing.



Being tracked by enemy radar is a big worry. Nuke this one before he launches his SAMs on you.

F-117A NIGHTHAWK



PROGRAMMERS
In-house

PUBLISHER
MicroProse 0454 326532

PRICE
£34.99

RELEASED
Out now



GRAPHICS
1 2 3 4 5 6 7 8 9 10

Stunning 3D views, night flights and slick animation. Flight sims have never been so realistic.

SOUND
1 2 3 4 5 6 7 8 9 10

Its all here, from the roar of the afterburners to the worrying sound of incoming SAMs.

ADDICTION
1 2 3 4 5 6 7 8 9 10

Once you get the hang of it, you're hooked. Try explaining those red eyes to workmates.

PLAYABILITY
1 2 3 4 5 6 7 8 9 10

It takes a lot of practice to really get in to, but once you're skilled enough, it's brilliant.

VERDICT

" F-117A doesn't have anything new to offer, but provides you with another perfect example of why MicroProse are such undisputed masters of the flight sim genre."

92%



Stoo from Sensible does his Elvis impression.

CANNON



This is disgusting. Appalling. Shameful. This is irresponsible, degrading, vicious, untenable, vile, gross, rotten, dismal and thoroughly despicable.

No matter how much I think about it, no matter how much I try, no matter how much considered brain-working combined with finely honed judgement I put into it, there is no way in which I can rescue the civilian from his cage in one of the scenarios of this massive game in time for this review to go to press.

Believe me, I pleaded with *AF*'s editor to tell the printers to hold their multi-thousand-pound presses for just a few days longer. I lied about having the flu', the plague, the pox, Delhi-Belly, Montezuma's revenge and scabies in order to get a few more days – no a few more hours – to play this damnable computer entertainment. But there was just no way.

Hold on a second. I've just thought of another devious strategy to get the little sprite from his jail. Nip up a few pages to the *Hired Guns* review and come back in a minute. Nope, that didn't work

Come on you little blighter, we've come to rescue you. But oh no, even the civilians in this escapade seem to have it in for you. And this screen is just one of the earlier phases.

FODDER



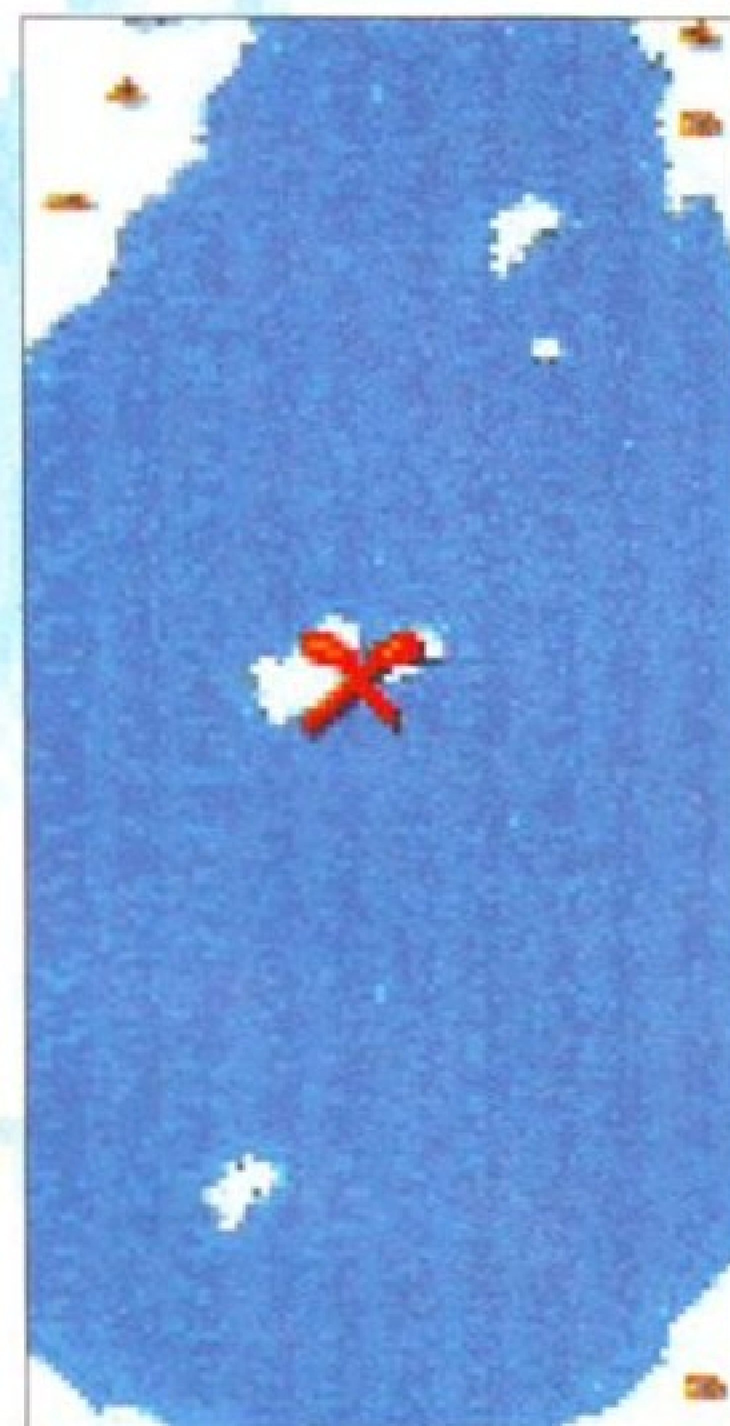
John Hare from Sensible Software as Vera Lynn.



Lovely snowy, wintery scene this one, isn't it? But how do you get off the island and into the enemy huts without dying a horrible death? That's strategy, that is.



Water, water everywhere and most of it infested with enemy troops just waiting to drag you under, blow you up, or shoot you down like a dog.



Recognise that island from the pic on the left? Well, this is the big picture. These maps seem to make the whole thing seem more daunting.



Vietnam is one of those wars that just will not go away. And this little scenario sees you battling with pungee-sticks, hidden mines, and bazookas.



A Skidoo! Here's a tip for you winter sports fans: if you hit someone with a skidoo at more than 15mph then they turn the snow a mucky shade of red.

either. But that's the kind of hold that *Cannon Fodder* can have on you if you don't watch out. There you are doing something important when "Whammo!" an idea leaps into your by now fried mind as to how to complete one section from one mission. Bye-bye day. Bye-bye really important thing… Hello games mania.

Because, if there's one thing that *Cannon Fodder* has in spades, it's addictability. And if there are two things it has then they are addictability and killer playability.

Like *Lemmings* or *Syndicate*, it discovers a tiny piece of your cerebellum that is most prone to fun, self-sacrifice, problem solving and extreme violence and, I'll say it again: "Whammo!" you're nabbed.

For those of you who haven't given this month's Coverdisk demo a go – then here's a quick overview of the action and the plot.

Ready for real war?

Cannon Fodder is a wargame. It is a wargame without statistics. It is a wargame without tediousness. It is a wargame in which people die. That's right, when you lose one of your troops, your are made more than aware of it by the black, poppy-bedecked screen that lists the names of the dead like a kind of mobile Washington Wall or Cenotaph.

Oh for sure there is a heap of mouse-driven wandering around various backdrops shooting, grenading or rocketing things. Yeah, there are skin-crawling death scenes in which soldiers – their innards doing spastic dances on their uniforms – writhe around on the floor as they wait to be put out of their misery.

And boy is this offensive. But then again, the sight of people writhing around on the floor in agony while fighting futile little skirmishes for rich oil companies, drugs, money, or other less dignified causes is offensive. At least playing this diversion will keep you out of the army.

Cannon Fodder does not muck around when it comes to violence. Where many other pieces of computer leisure-ware (the term 'computer game' is rapidly going out of fashion in this industry) emulate films such as *Lethal Weapon*, *Universal Soldier* or *Under Siege* in their sanitised, sentimentalist, feel-good portrayals of violence, *Cannon Fodder* goes for the *Reservoir Dogs* approach. You're shot. You bleed. You cry out loudly in a most embarrassing and un-TV-like manner. You can take a hell of a long time to stop living. Then, in time of war, you tend to get left where you lie, probably forgotten for a while until the furore is done with. Then maybe forgotten for ever.

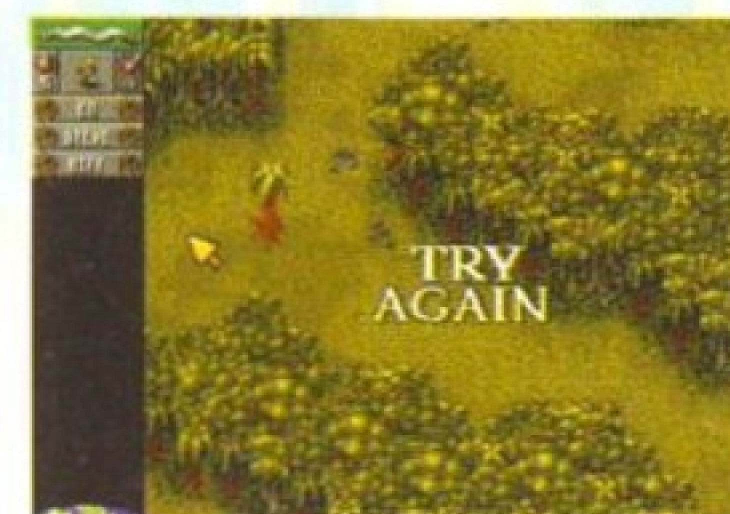
For the purposes of this game, you and your mouse fingers are in control of a number of recruits. Their mission (whether



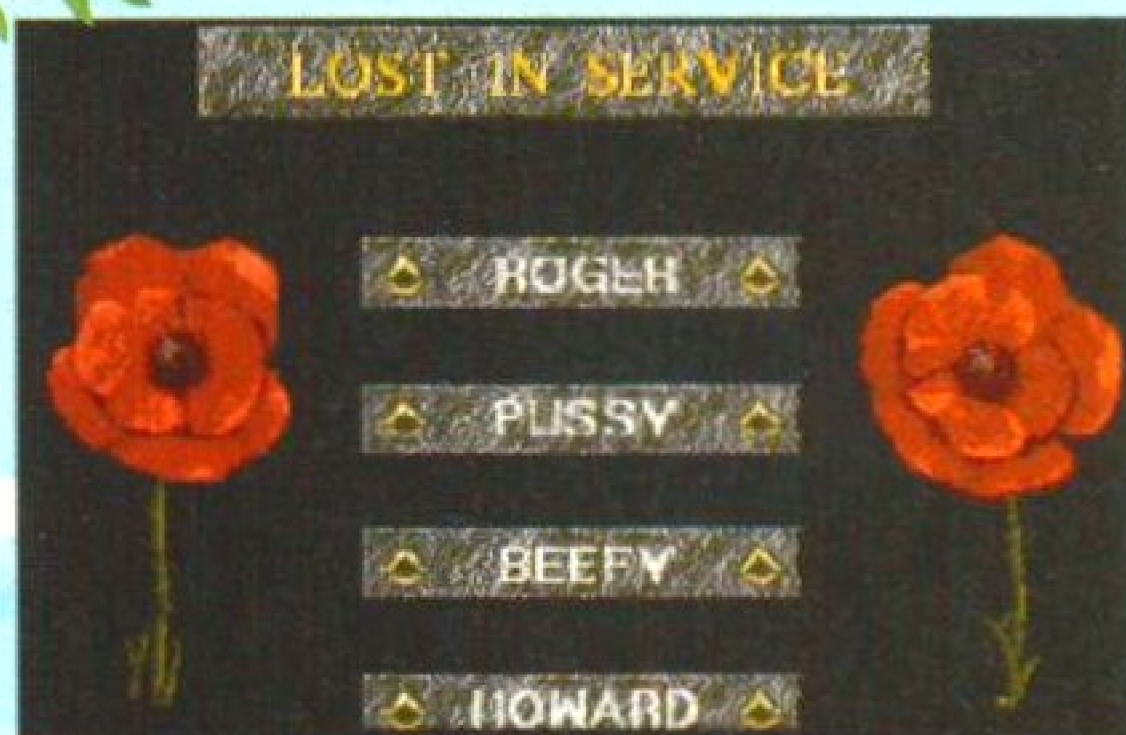
That road looks like a decent enough surface to walk on *(oh you fool, you innocent idiot, you sublime dolt)*… well, go on then, have a go.



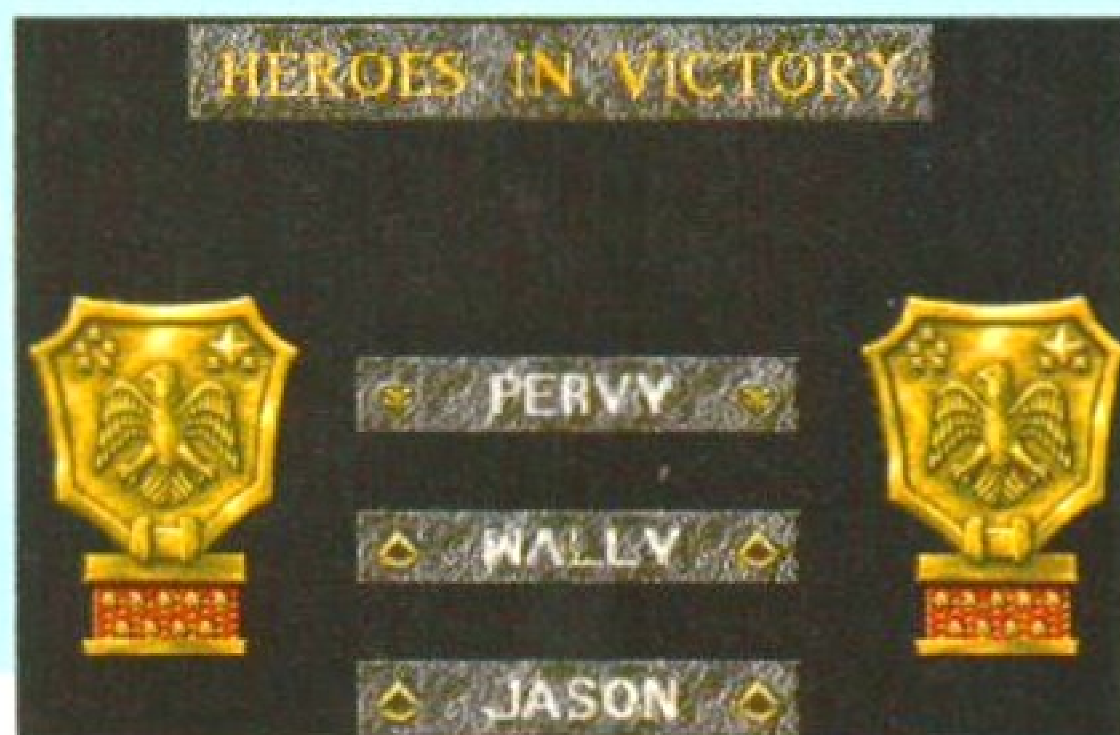
Boom! I'll say it again – "Boom!" God that's satisfying. Was it a civilian hut or the enemy? Are you serious?! Boom! Ha! Ha! Ha!



Whoops. Did you know that in real wars, they don't say Try Again? Isn't life a bitch when you're in khaki?



Boo-hoo-hooo. These chaps didn't make it back. Poor old Rog' – he was a fine lad. Dear old Pussy, she was much loved. Beefy and Howard, on the other hand, were privates. Next!



Huzza and hurrah! West Point and Sandhurst, all of them... well, except Jason, but he is damned useful for lying over the top of barbed wire and for diving on hand grenades.

or not they agree to accept it) is to go into various battle situations and sort out the enemy. This 'sorting out' process involves destroying buildings, expunging the opposition, rescuing occasionally unwilling civilians, and surviving intact.

If this final condition is met, then your troops are hoofed up a rank. This has the tripartite purpose of (a) making them and you feel good; (b) upping their intelligence, reflexes, speed and ability to move around the terrain in the optimum manner; (c) giving them really good-looking grave stones when they eventually meet the inevitable shell that is emblazoned with their signature.

“ You will have had very little sleep for quite a while, your mouse hand will be twitching in a deeply worrying manner, and you will probably be giggling under your breath. ”

Because that's what happens at the end of an unsuccessful mission. You are returned to the distinctly sparse and obviously Sensible recruitment screen, and on the hillside behind the queues of eager young grunts preparing to don the khaki and do battle, you will see loads and loads of small white crosses marking the number of war dead you've managed to produce. Of course, the higher the rank of the corpse, the more impressive the tomb marker. Neat eh, gamesters?

But enough of this ironic stuff. This is a game review here, and the powers-that-be don't want all this heavy stuff. What's the gameplay like? Bloody brilliant mate! That's what. Easy. Too right it's easy. For a start it's mouse-driven, so even if you've never considered buying a joystick, you can still play it. Right button to walk. Left button to fire. Right and left to throw something that goes boom.

There's a map at the lower left of the screen to give you some handle on where you are and what you've got to do – it also pauses the game, tipsters.

Then there are the scenarios. As Sensible Supremo Jon Hare admits, the graphics are utilitarian. They do their job very well indeed, setting atmosphere and (thank goodness) using up most of the screen. Your little guys (and lasses, who can tell what sex they are?) bear a striking resemblance to the Auxerre side from *Sensible Soccer* out on a severe training run. They are tiny, cute and highly motivated (what?!) and they are very dangerous when used properly.

The missions are many and varied. As I mentioned, in order to accrue more rank for your grunts, they have to complete missions – but these missions are more often than not split into several sub-sections. Each of these is a drain on your abilities, so when you do actually complete one of the later or middle missions, not only have your troops improved, but you've also come away a better player. OK, so your nerves will be shattered and you will have had very little sleep for quite a while, your mouse hand will be twitching in a deeply worrying manner, and you will probably be giggling under your breath, or whispering: "Eat that!" or "Die pig!" or "Go on Tubby, chuck the grenade!", but you will have finished a mission.

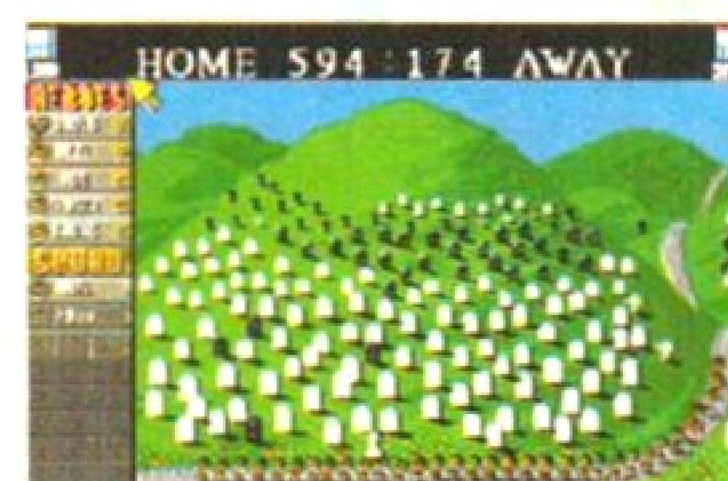
The more you get into this game, the more adept at it you become and the more dangerous the little 'uns become. This gradual curve, in tandem with the fast reactions and intense problem-solving abilities you have to invoke, goes to place this as a classic in the making.

Can you keep in control?

We'll have to wait a year to see whether it lasts the course. I would still have liked to ability to customise names, to hard disk install, and for the control of the skidoos and the tanks to have been a little easier. But I can see this magazine, for one, printing map after map for some very frustrated gamers in the next few months.

And, despite what the tabloid press (well, *The Star*) have to say about the 'shameful' nature of this game – Sensible used pictures of the commemorative poppy on the original packaging and in-game graphics (the graphics have now been changed), this is possibly the most anti-war game I've seen in a while. So have fun with it.

Tim Smith



Erm... well, yes... ahem. Gravestones. Lots of them. Fortunes of war, old man.

CANNON FODDER



PROGRAMMERS
Sensible Software

PUBLISHER
Virgin Games

PRICE
£29.99

RELEASED
Out now



NEEDS 1 MEG

GRAPHICS 1 2 3 4 5 6 7 8 9 10
Classic Sensible. Great backgrounds. Excellent characters. Plenty of necessary detail.

SOUND 1 2 3 4 5 6 7 8 9 10
A theme tune that sticks in your head, sound effects that work a dream – superb.

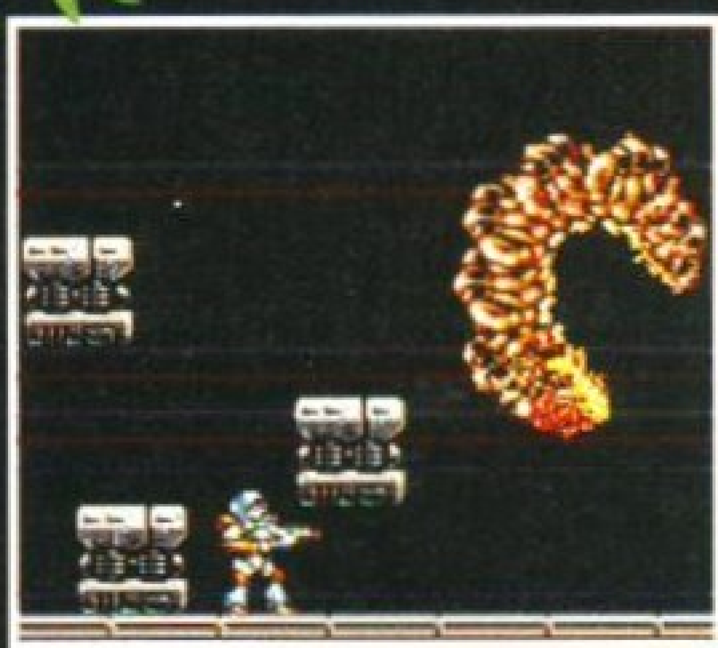
ADDICTION 1 2 3 4 5 6 7 8 9 10
It will keep you playing and playing and playing and playing for weeks and weeks.

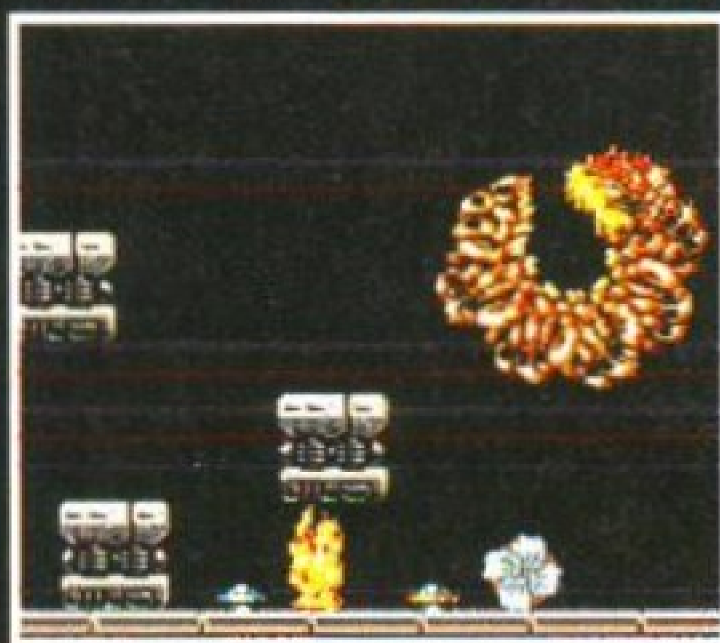
PLAYABILITY 1 2 3 4 5 6 7 8 9 10
It wouldn't be that addictive if it wasn't one of the most playable games for a very long time.

VERDICT

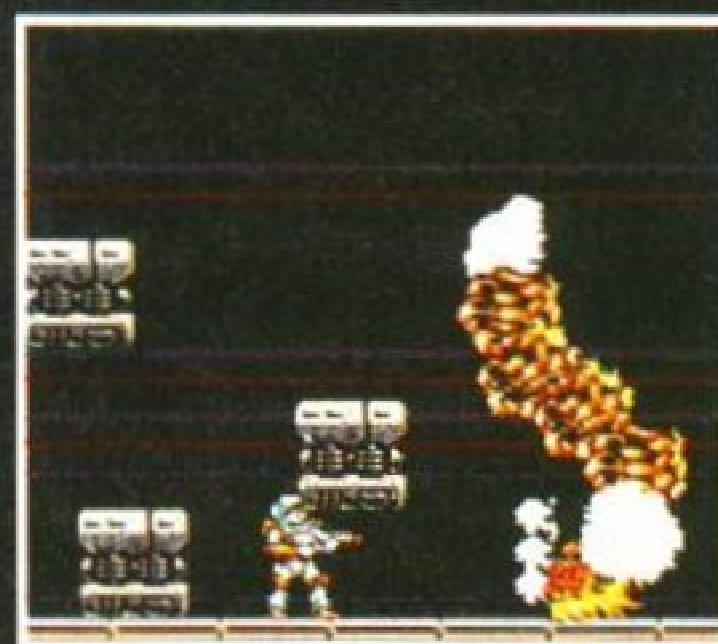
“ Violent, yes! Extremely thought provoking. Highly enjoyable foray into the intelligent side of wandering around the place and doing it to them before they do it to you. ”

95%





This caterpillar thing is realy annoying. You're trapped in the corner of the screen, you can't run away, and Bren's firepower seems to have little effect... but you have to destroy it somehow. Otherwise, it continues to swoop down to the floor and hammer you to pieces. Then the answer dawns on you: the 'energy wheel' roll. Bren turns into a moving ball of pure power and blasts the pesky bug to bits.



TURRICAN 3

There's something comforting about playing *Turrican 3*. It's a bit like bumping into a casual acquaintance you haven't seen for years, going for a beer, reminiscing about old times and discovering that despite superficial changes, you're pretty much the same people deep down. If that acquaintance was Bren McGuire, the hero of *Turrican 3* the conversation would probably go like this:

"So Bren, what you up to?"
"Same old thing, mate – ridding the universe of an alien scourge."
"That sounds interesting."
"It's got its moments. Doesn't get any easier, though – 15 levels this time. The first few are OK once you've got the general idea, but it gets a bit hairy towards the end. I've got some impressive fire power, though. It's not so much the action as the tactics that cause problems. One wrong turn and you've had it, especially because you're up against the clock."
"Another beer, Bren?"
"Got to fly; promised the missus I'd pick up a pizza."

Turrican 3 falls into the 'action packed platform romp' genre, and as such involves lots of shooting, blasting, jumping on to lifts, swinging across gaping chasms and collecting things, in much the same way as the popular *Turrican* (88%, *AF*13) and *Turrican 2* (80%, *AF*20).

The beasties that look like cockroaches on stilts are easy to handle, but the large green cannon-firing beasties and the crabs take a bit of a blasting before they curl up and die. But Bren's no fool and he's well tooled up with plasma bolts, homing missiles, deflector shots, smart bombs and an energy wheel, which involves him turning into a rolling energy mass and wasting everything that comes near.

This awesome firepower comes courtesy of the *Turrican* Assault Suit which Bren slips in to before starting his adventure through 15 worlds littered with hazards, chasms, bonuses and watery bits.

On top of this, you've also got the plasma rope – handy for exploring the bits that Bren can't leap to and swinging across things. It's a touch tricky to control at first, but with practice you'll be swinging around with abandon.

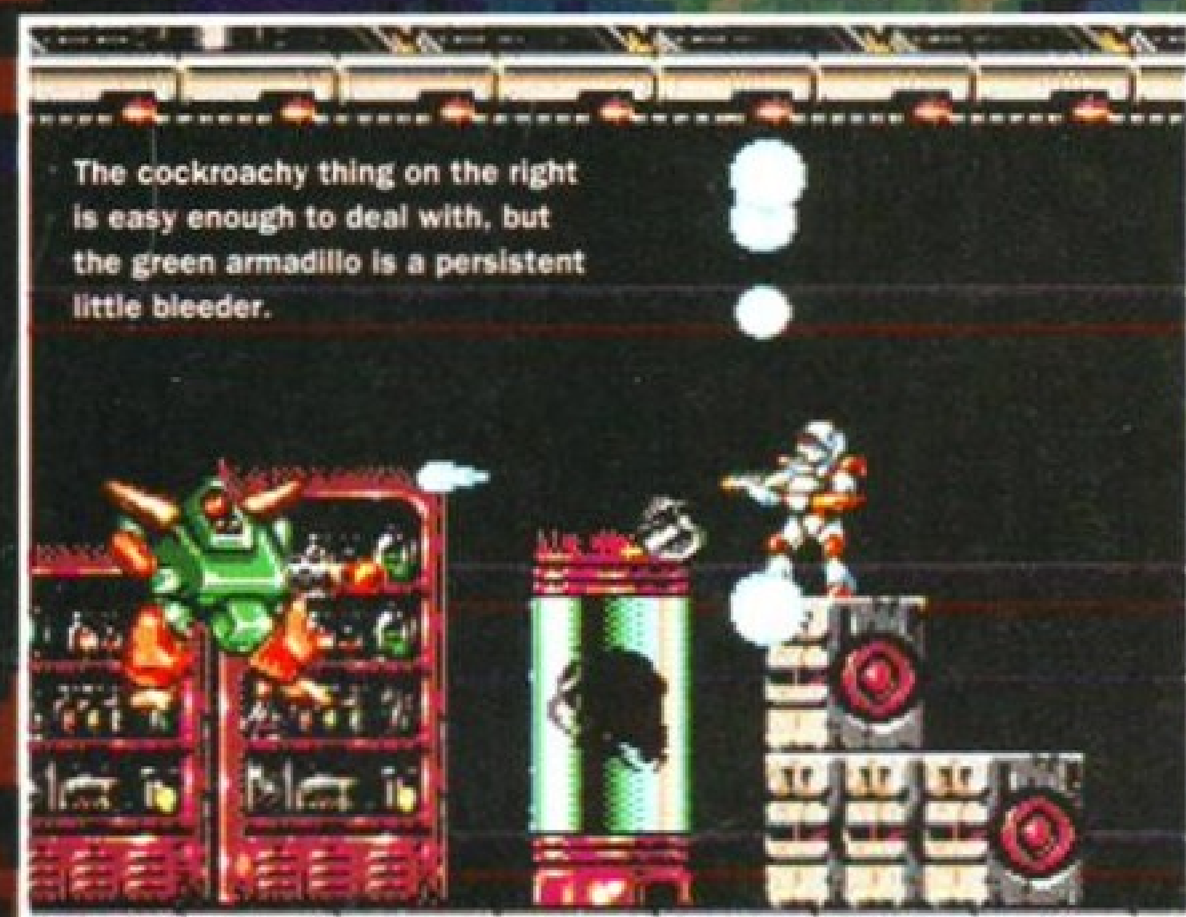
But lots of shooting and swinging do not necessarily a great game make. *Turrican 3* is fun. It's tricky and frustrating enough to keep you glued to your Amiga for a fair while, but there's nothing outrageously original about it.

Bren is a solid, reliable character, and so is the game. It's good, it's just not that good.

Richard Jones



If you were confronted by a big green thing with a cannon, you'd probably not know where to turn. This is all in a day's work for Bren.



The cockroachy thing on the right is easy enough to deal with, but the green armadillo is a persistent little bleeder.



Why take the stairs when you've got a plasma rope? Bren's one swinging guy.



Hot stuff. Bren mops his brow before continuing on his quest to rid the universe of virtually everything in sight.

TURRICAN 3



PROGRAMMERS
Peter Thierolf, Thomas Engel (Factor 5)

PUBLISHER
Renegade 071-481 9214

PRICE
£25.99

RELEASED
Out now

GRAPHICS
1 2 3 4 5 6 7 8 9 10
Nothing to get too excited about. Consistently adequate but only occasionally exceptional.

SOUND
1 2 3 4 5 6 7 8 9 10
Rousing epic stuff, zaps and crashes. Bren probably listens to Dire Straits at home.

ADDICTION
1 2 3 4 5 6 7 8 9 10
Easy to pick up, difficult to put down. A compelling shooty, blasty, jumpy sort of thing.

PLAYABILITY
1 2 3 4 5 6 7 8 9 10
The plasma ropes take a bit of getting used to, but the rest comes naturally.

VERDICT

"Although it doesn't introduce any new concepts to the platform shoot-em-up theme, *Turrican 3* is a well-crafted enjoyable game that hits all the right buttons."

77%

HE'S BACK!...

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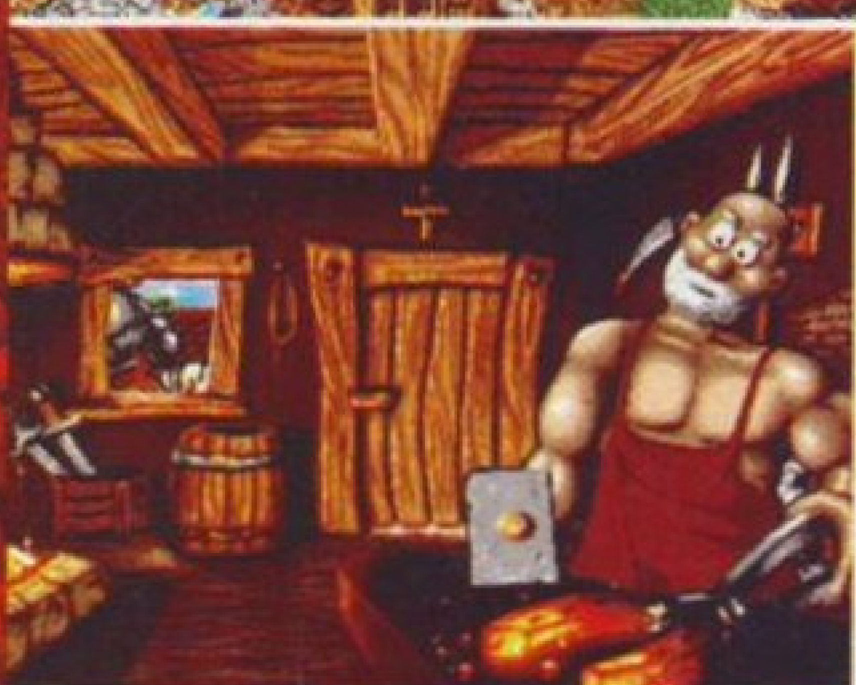
THE SETTLERS

There's more to the Germans than BMWs, Apfel Strudel, big sausages and wicked beer. They also make some cracking games, as Rob Mead discovers.











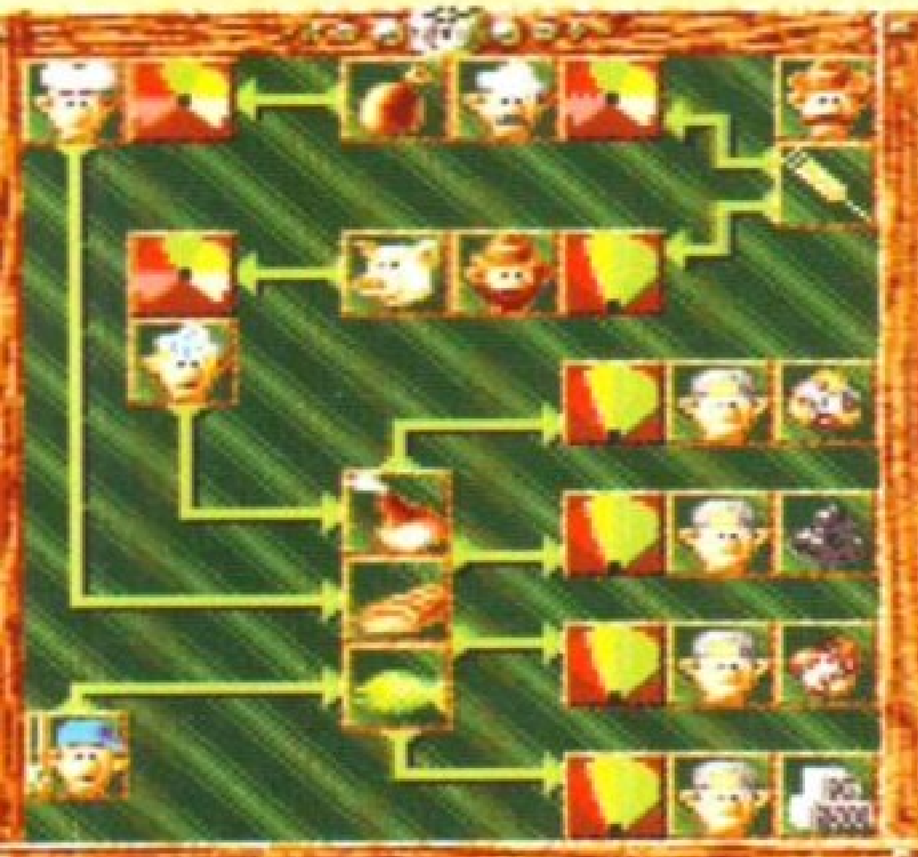
"Mabel? Have you been using my axe to cut your hair again?"

"I'm as happy as a pig in muck." "You try telling that to Porky. He's off to the butcher's later"

"'Ere Ned, what's that you're carrying under your arm?" "It's a boil." "Got any spare?"

"Entschuldigung, hast du meine vollkorn Brötchen gesehen?" "Ya, sie sind im Kino." "Danke!"

The *Settlers* intro sequence takes up three disks and looks fantastic.



The farmer grows the wheat, the miller makes the corn, the baker makes the bread. It's all part of the economic cycle on which you ride.

Fed up with the nine-to-five routine? Then why not sign up as the leader of a completely new civilisation – a people with an overwhelming desire for money, food and somewhere to park their pork. Erm, pigs, that is.

Settlers is the latest game from *History Line* and *Battle Isle* programmers Blue Byte. This time around, though, the German Wunderkinder have turned their backs on their war-like past and opted for something altogether more 'wholesome'.

You control a tribe of settlers whose aim is to establish a harmonious and successful economy filled with bakers, pig farmers and fishermen. Naturally, you also have to be prepared to defend your fledgling civilisation against attack and indulge in the occasional spot of warfare to prevent your opponents hogging all the best land.

Can't stand craving

The game is based on the theory of supply and demand. The greedy knights who defend your civilisation have a constant craving for gold which you must meet. Producing the gold involves a network of 25 sets of workers who all depend on each other to get their jobs done. The farmers grows the wheat for the miller, who turns it into flour for the baker, who makes the bread which the ore miner eats to give him the energy to get the gold. The mined gold is then passed on to a merchant who smelts the gold with a little help from his friends the coal miner, toolmaker and steel maker. With the potential to have up to 64,000 characters on-screen simultaneously, you have quite a feat on your hands.

There's a constant demand for new roads, new buildings, fresh resources, mines and boats, so you have to be a dab hand at juggling competing demands made of you. You also soon discover that simple mistakes can prove costly – over-ambitious expansion in the early stages can mean you run out of resources later when you need them most.



To help you sort out the whole complicated mess, you're presented with a series of tables and statistics giving you all the latest information about your tribe. You can adjust the flow of goods at any time and can even opt to make your knights more or less aggressive depending on how war-like you want to be.

It may sound as much fun as a lecture on monetary policy from Norman Lamont, but in fact nothing could be further from the truth. *Settlers* is packed to the gills with originality, humour and playability.

Blue Byte have injected each worker with his own personality, so it's easy to tell them apart when they're wandering around the screen – the carriers wave at each other and stick pigs under their arms for delivery to the butchers, boatmen row their way across the lakes and you can see bakers and toolmakers fashioning their goods in the windows of their shops.

The battle sequences have a very cartoony feel with each tiny character performing leaps and twirls to evade the other's sword thrusts. Even when beaten, you're not treated to some bloodthirsty gut-spillage, but a cutesy waddle away from the scene of battle. The only disturbing bit is when you see your buildings going up in flame *Populous*-style – when an enemy encroaches on to your land.

Oozing atmosphere

Graphically, *Settlers* is superb. From the 3Mb intro sequence to the isometric *Populous*-style gameworld, the game oozes quality with smoothly animated worker sprites, rippling pools of water and rustling trees adding to the atmosphere. The sound effects are great too, and change as you move around the screen – get near to a lake and you hear the sound of waves lapping the shore, skip over to the farm and you get oinking pigs.

If that's not enough, it also features 50 different missions and a two-player mode where you can battle either against each other or jointly against an Amiga-controlled opponent. You can change the size of the game world, although you will find saving larger worlds difficult if you don't own a hard drive since they need at least 1.6Mb storage space.

But one of the best things is that it only needs to load once. There's no disk-swapping and hardly any disk-accessing – *Settlers is* a joy to play on even the largest game world.

Rob Mead



You can see how well you're doing by checking the in-game statistic tables. This one tells you how much coal you're producing.

THE SETTLERS

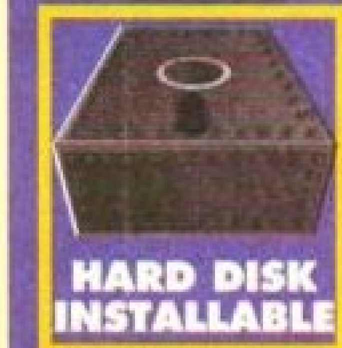


PROGRAMMERS
Blue Byte

PUBLISHER
Kompart 0727 868005

PRICE
£34.99

RELEASED
December



HARD DISK INSTALLABLE

GRAPHICS 1 2 3 4 5 6 7 8 9 10

From the cartoony intro to the superbly animated gameplay, it's gorgeous graphics galore.

SOUND 1 2 3 4 5 6 7 8 9 10

Wind whistles through the trees, waves lap on the shore and pigs snort. Marvellous.

ADDICTION 1 2 3 4 5 6 7 8 9 10

From the first woodcutter's hut, you're hooked. It's cute, funny and incredibly playable.

PLAYABILITY 1 2 3 4 5 6 7 8 9 10

50 missions and a storming two-player option will keep you going until next Christmas.

VERDICT

"Wow! This game has it all – great graphics, superb sound effects and tons of playability. *Settlers* has to be a major contender for the game of the year award."

94%

HOME SWEET HOME

Everybody's got to be somewhere – all the workers need somewhere to live, so here's our guide to the 12 most important dwellings in *Settlers*.



FORESTER Plants saplings to replace those harvested by the Woodcutter.



STONE CUTTER Searches the land for stone to shape into blocks for new buildings.



GUARDROOM Enables you expand and defend your fledgling empire.



WOODCUTTER Chops down trees for use in new buildings, tools and weapons.



WINDMILL Grinds wheat into flour for bread.



FISHERMAN Part of the food chain which supplies grub to the mineral miners.



BOATYARD Builds boats for those crucial ferry crossings over Settler's lakes.



BUTCHER Another part of the food chain, supplying bacon to the miners.



ARMOURER Manufactures swords and shields for use by your knights.



STEELWORKER Uses the ores collected from the mines to make pig iron.



SAWMILL Turns raw tree trunks into planks for use in construction.



BAKER Turns processed flour into bread, then sends it out to the miners.

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Wonder machine or, er, not? We decide



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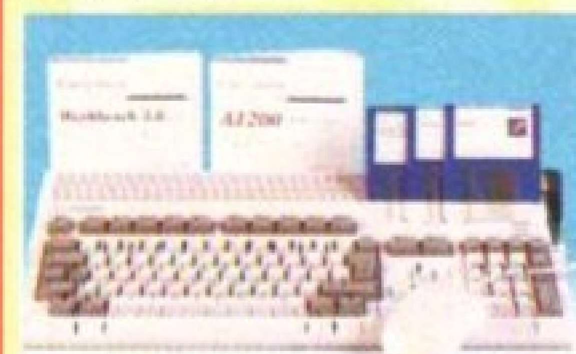
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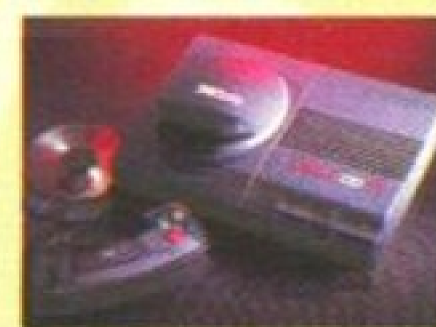


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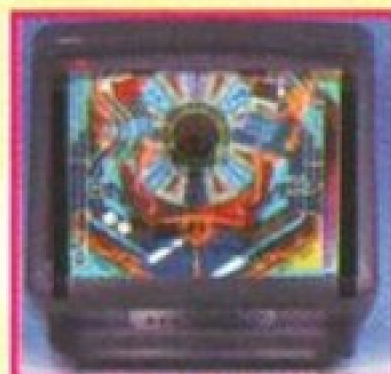
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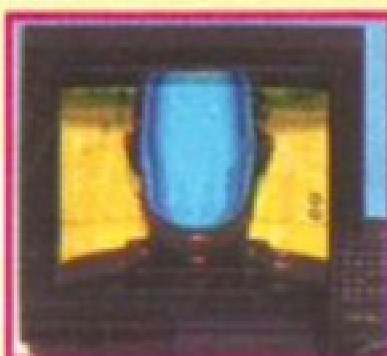


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PRIME MOVER


The fog descends over the Isle Of Man track. You've got a map to help find your way around, but cats' eyes would be more useful.

The Rogue canters along at a fair old pace, especially if you choose automatic gears, and keep the rev counter red-lining.

Most of my memories of riding motor bikes involve breaking down on country roads in sub-zero temperatures, running out of petrol and falling off.

So what a joy it is to be able to race around 12 of the world's most famous circuits in the comfort of a nice warm room, without a care about running out of fuel or grazing your knees. At least it would be if only *Prime Mover* was just a little bit more exciting.

True, you can zoom around the circuits at breakneck speed; yes, you have a choice of five bikes with the suitably daredevil racer names of Firebird, Hellcat, Hurricane, Nitemare and Rogue; and certainly, the graphics and sound effects are impressive enough, but despite all this, *Prime Mover* somehow fails to get the adrenaline racing.

You go round the tracks, you overtake other bikes, get overtaken, hit things (but never, not ever do you fall off), finish the race, and, if you score enough points you progress to the next round.

You can chose your rider from a gallery of mugshots and enter his or her name, age, weight and height and you can also take various options for accelerating and changing gear, or you can go for automatic shift.

A word of warning here, if you're using the joystick Up and Down option to change gear, it's all too easy to jump a cog when you're banking into a corner. Not that this is a fault of the game, it just takes a bit of getting used to and making a judicious choice of joystick would alleviate this minor inconvenience.

Prime Mover lacks a two-player option and spectacular crashes, but other than that, it is a perfectly ordinary racing game.

If you want an adequate motorbike game, look no further, but if you want a white-knuckle inducing, speed-freaking, adrenaline-pumping, turbo-charged experience, you may be disappointed.

Richard Jones

PRIME MOVER



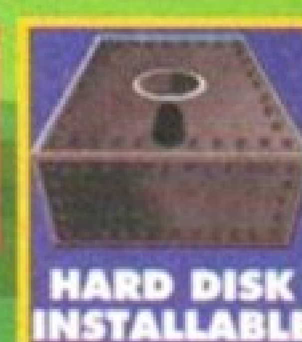
PROGRAMMERS
Activision

PUBLISHER
Psygnosis 051-709 5755

PRICE
£29.99

RELEASED
Out now


NEEDS 1 MEG


HARD DISK INSTALLABLE

69%

JETSTRIKE

Jetstrike Ssh! Don't look now but some of the world's biggest nutters have just walked in the door. The man with the moustache and the funny handshake is leader of a Third World dictatorship, the guy with the briefcase is an arms dealer. Traffic Wardens? Yes, there are some of them here too. All these psychos are members of SPUDD, a secret society with an evil intent – the tyrannical rule of the planet Earth. And you're the only one who can stop them.

Jetstrike is an arcade shoot-em-up which enables you too fly 39 different types of aircraft on over 100 individual missions against the dastardly SPUDD. You get to fly everything from attack helicopters to Stealth Fighters, and Spitfires to stunt planes, with just two slight catches.

Firstly, they've been lent to you by sympathetic governments on the understanding you'll look after them. Secondly, most of them have a complete lack of ejector seats or parachutes. Gulp!

Things don't get any easier when you see what you're expected to do. The action is viewed from a third-person perspective – no cockpit views here. This means you can't see what you're flying towards most of the time and you must rely on extremely risky hedge-hopping techniques and a crappy radar system. Strangely, the plane handles them like a normal aircraft. You push the joystick up to dive, pull it back to climb when you expect it to be the other way around given the perspective. This means you make more than your fair share of mistakes, especially when it comes to sticking your kite on the Tarmac.



Armed to the teeth with a Russian Kamov helicopter and a tasty selection of attack weapons you pile into a SPUDD convoy.



If you get fed up with all the gung-ho baddie-baiting you can always challenge your pals to a test of flying prowess in the Aerolympics.

Once you've mastered the tricky controls and got used to the weird viewpoint, *Jetstrike* actually proves quite rewarding. There's a lot of variety in the missions, from bombing runs, to complicated dogfights, carrier landings and personnel drops. The huge number of different aircraft also makes this game more fun to play – the helicopters are easier to fly, but are pretty useless in dogfights against SPUDD jet fighters, for example.

The graphics are nothing stunning, there's very little peripheral action on-screen, and the plane sprites are small and very sparsely detailed. It reminds me of the kiddie combat sequences in *Ancient Arts of War in the Skies*, rather than *F-19*, but it's great fun nevertheless. The sound effects are especially convincing with some tasty aircraft samples and ear-splitting explosions.

Rob Mead

JET STRIKE



PROGRAMMERS
Rasputin

PUBLISHER
Alternative 0977 797777

PRICE
£25.99

RELEASED
Out now

71%

The period of British history between 1455 and 1483 is known as The War of the Roses – indeed, you may have seen the film starring Kathleen Turner and Michael Douglas. And in 1974, a board game about that period of history was introduced with the title of *Kingmaker*. Now it's time for the bloody war battles to appear live and direct on your Amiga. This is your chance to rewrite the already muddied annals of mediaeval history.



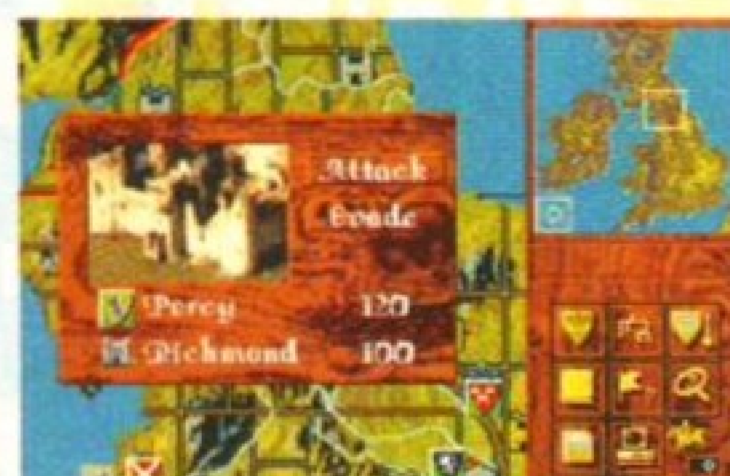
Gather your armies, sire, and prepare to battle. There, that sounds like the sort of thing they would have said.

KINGMAKER

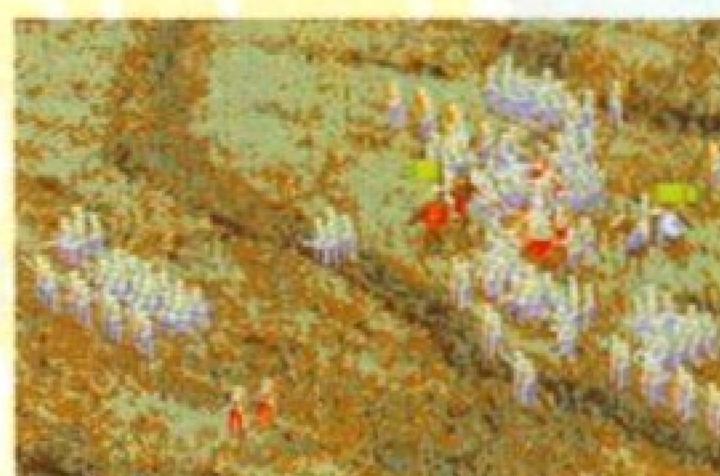
Brief history lesson. The Hundred Years War with France ends in ignominy for the English king. Some of the folk in the kingdom are a tad peeved and decide that a new king wouldn't be an altogether bad idea. Naturally, the king's a bit reticent in the departure lounge. Then a Tannoy announces that the House of York are gathering together a major posse, while the House of Lancaster are fairly busy in the old 'getting some chaps together' department. And so it kicks off for a few years.

Right royal adventure

Kingmaker is a point 'n' click strategic adventure game in which the ultimate aim is to be in control of the one surviving royal piece, becoming, in the process, undisputed King (or Queen) of England. To do this, you must capture an heir and kill all his rivals before getting him crowned King in a cathedral. It's not as easy as it sounds.



You're 'oop north', and now is your chance to attack. The choice, as they say, is yours.



Animated graphic interludes add to the 'feel' of *Kingmaker*, and very impressive they are.

All the historical personalities in the game are factual (you'll have to take US Gold's word for it) and you control a faction of nobles – you can also choose how many factions you wish to face (between one and five). Other options include two difficulty levels, and the enchantingly named 'Advanced Plague' when infection can break out across towns, cities, ports and the countryside. It can even kill the royals. Cue demonic laughter. Aha ha ha ha. Aha.

There is an Autohelp facility which provides help and advice on all facets of the game – useful for those who are new to strategy games, and for those that haven't got a clue what's going on.

Taking a pasting

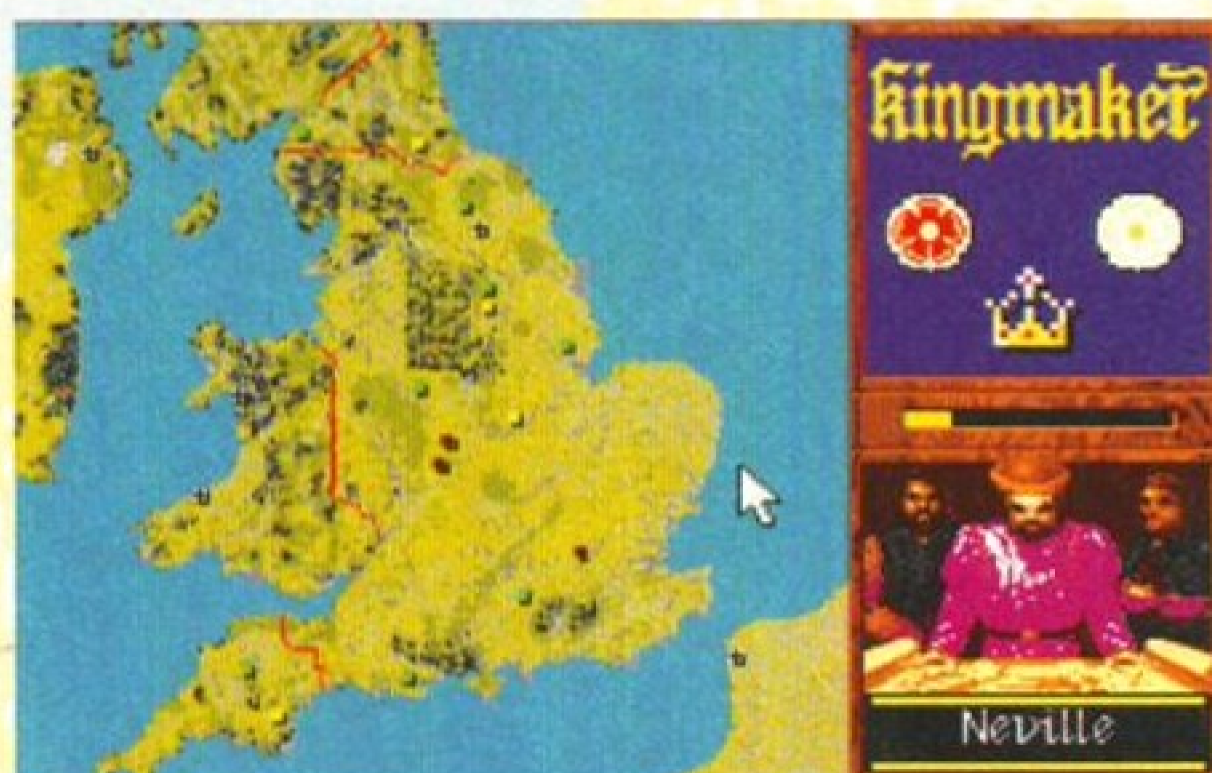
But the path to righteous justice is not smooth. The Plague can be a pest, peasants can revolt, and vast armies can give you a pasting. Control is via mouse and keyboard, and after the initial learning process, the icons become familiar. The 150-page manual is packed with historical info and it's one of the few I've enjoyed reading from cover to cover.

Kingmaker is not purely icon clicking – there are graphic interludes and you can control the visual combat scenes using the mouse. Similiar to a board game in that you move, and then your Amiga counters it, *Kingmaker* is an enjoyable, if bloody, romp through one of England's most turbulent periods. Even though it is well researched £38 is a tad too steep for even the most enthusiastic battler.

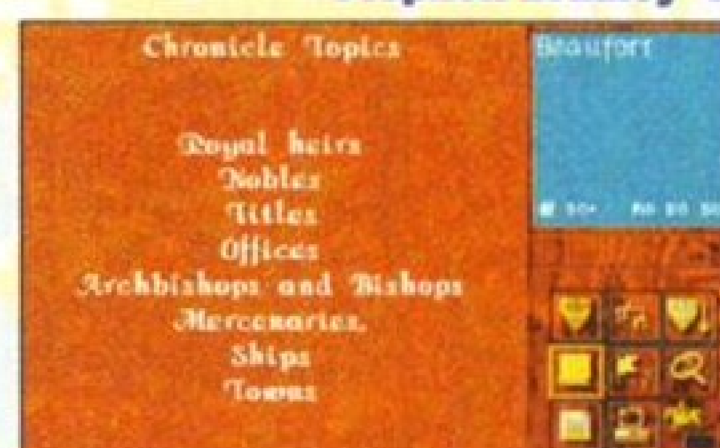
Stephen Bradley



Tactics are the order of the day. Only the foolhardy would attempt to attack the enemy without any form of strategy.

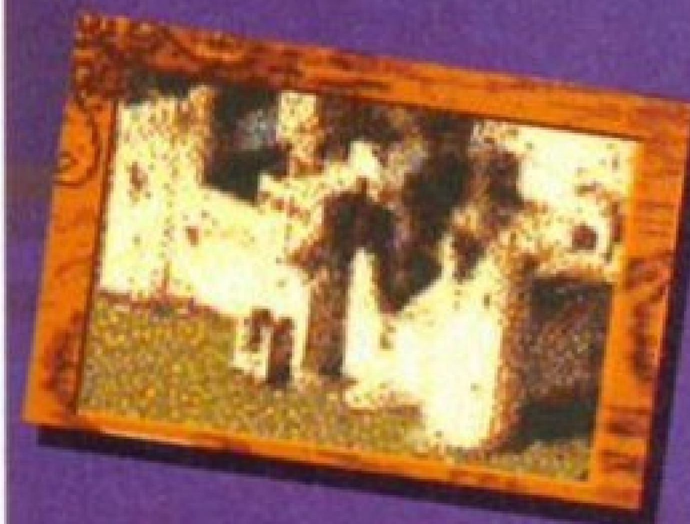


The war actually started in William Shakespeare's back garden while he wrote *Henry IV*, apparently.



My Lord. Didst thou not do thy grabs on the Action Replay cartridge? No sire, sorrow is mine.

KINGMAKER



PROGRAMMERS
Graham Lilley

PUBLISHER
US Gold 021-625 3388

PRICE
£37.99

RELEASED
Out now

GRAPHICS
1 2 3 4 5 6 7 8 9 10
The icons are clear and the graphics reasonably impressive, although not exceptional.

SOUND
1 2 3 4 5 6 7 8 9 10
Not *Kingmaker*'s most distinguishing feature, considering most of the game is without it.

ADDICTION
1 2 3 4 5 6 7 8 9 10
If you're into armour and chainmail, you'll not be able to get off the battlefield too easily.

PLAYABILITY
1 2 3 4 5 6 7 8 9 10
Usual strategy stuff – tough at the start, but persistence brings rewards in the end.

VERDICT

"*Kingmaker* is a comprehensive and very well-researched adventure strategy game, though rather expensive at £37.99"

78%

YOU ASKED FOR IT!

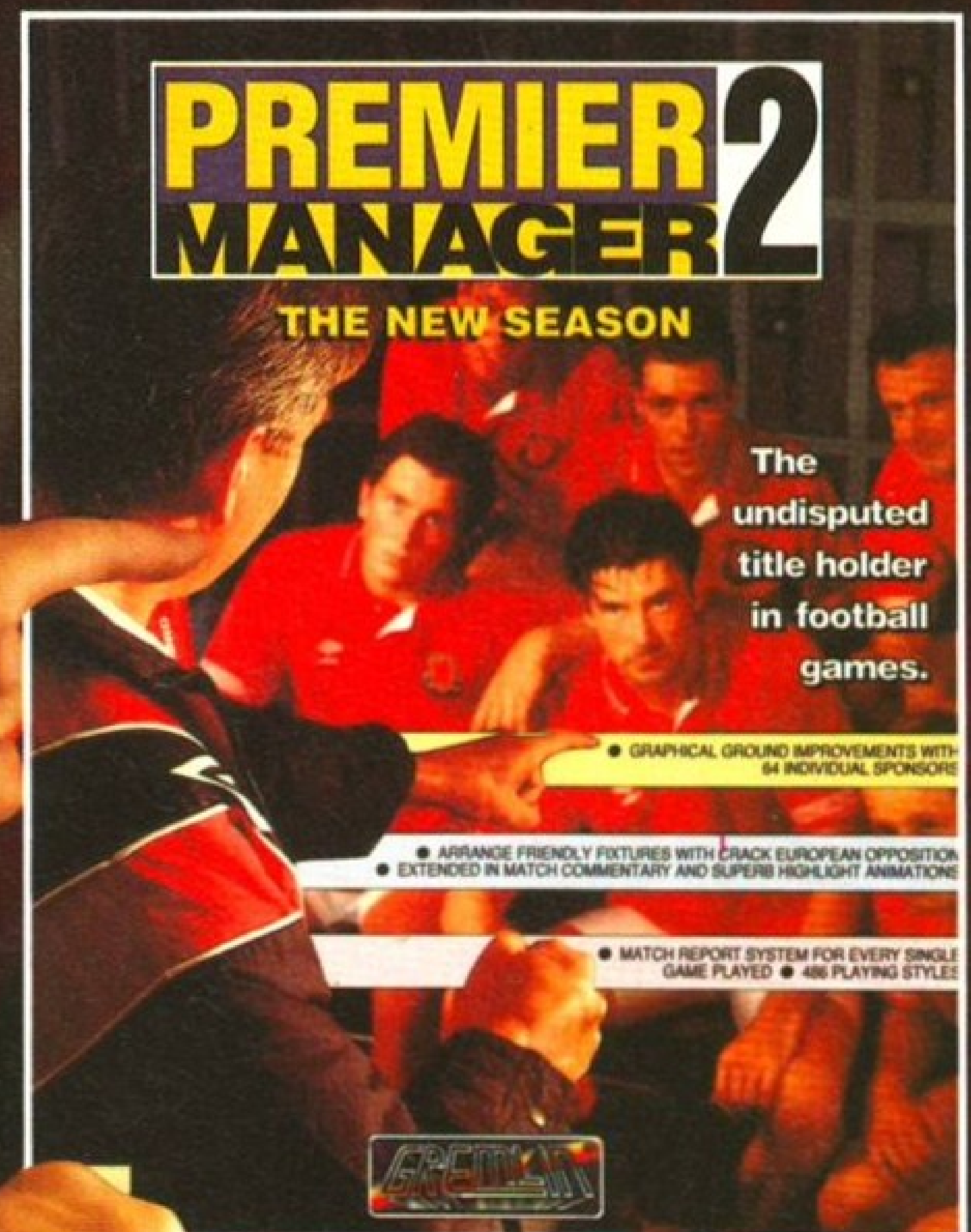
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"This really is the best bits of all the footy games, bundled together and laid out on a golden plate for you."
The One 90%.

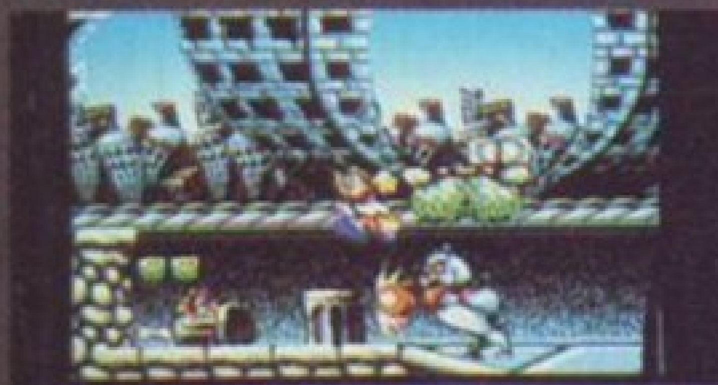
YOU GOT IT.



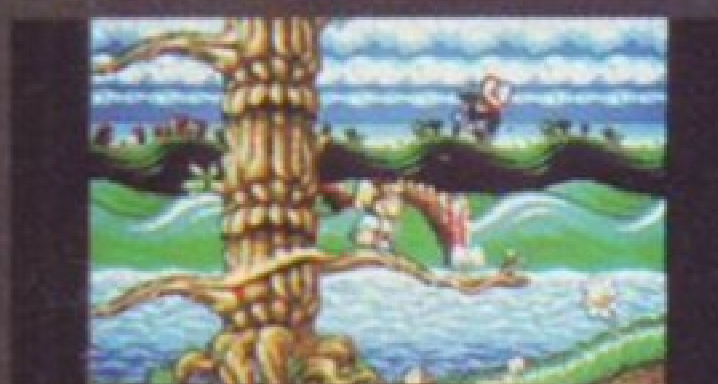
AVAILABLE ON: AMIGA/A1200 and PC 3.5"

it's a dog's life!









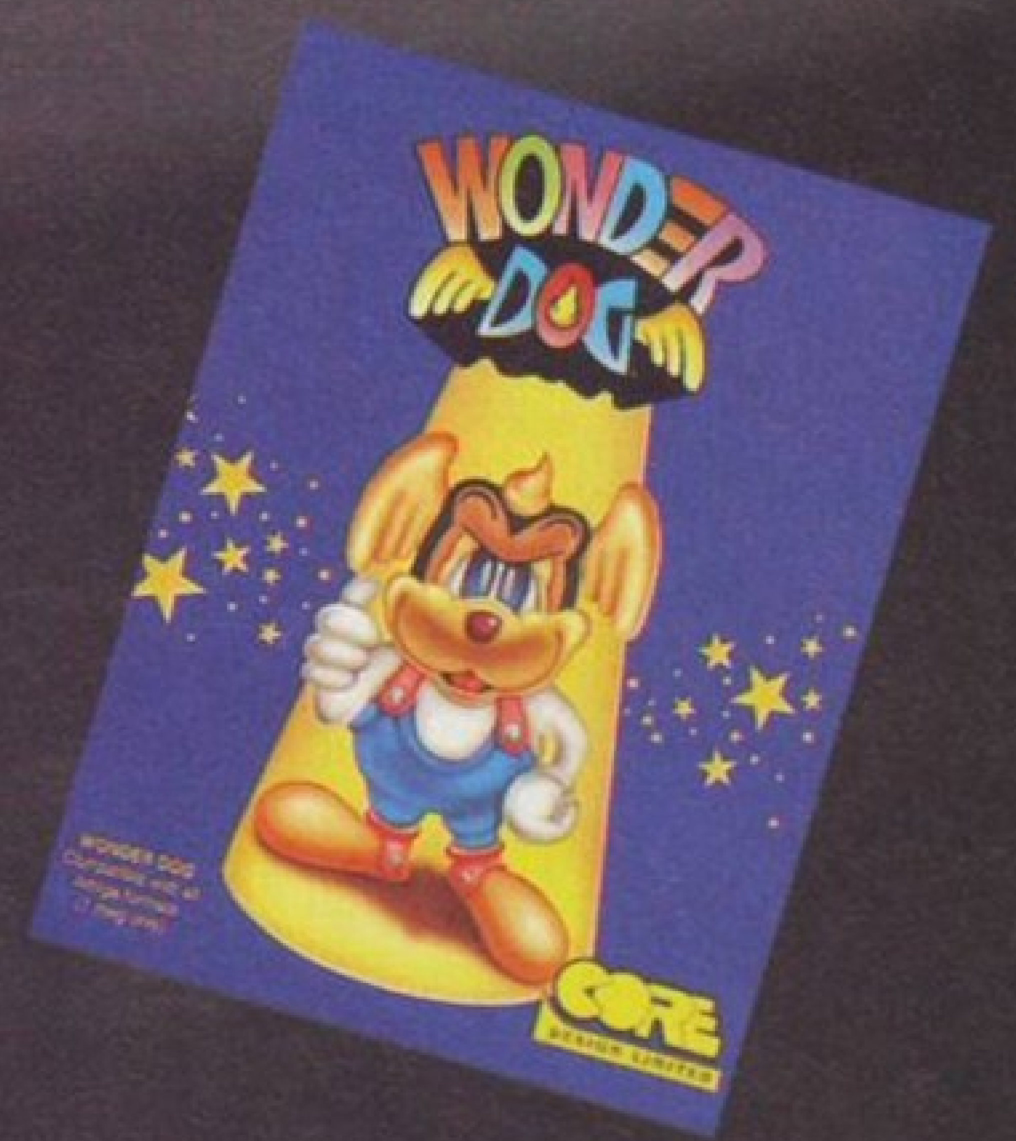
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"...with **great** graphics and some **awesomely** boppy soundtracks, it's a platform game that just **drips class**"

Amiga Power

"The graphics are ***magnificent***, wonderfully drawn and ***well animated*** ...
This is the ***best looking*** platformer I've played in ages"

Amiga Computing



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TV and Radio presenter





THE JAKKI BRAMBLES COLUMN

Well OK then you Mums and Dads, it's that time of the year again when letters to Santa are coming your way. We get a lot of phone calls at this time of year from you guys because it really isn't that easy to decide which of the mega bundles to buy. So this month we have an easy guide to help you make that really important choice.

Amiga 600 Single Drive - The ONLY home computer for **less than £200**. Suitable for the child fed up with paying out £40 for software for their Megadrive (software available from £9.99) or for the first time buyer. There are hundreds of software titles available including games, education, word processing, home accounts etc. Games available include strategy / role playing, titles where imagination is more important than aggression, learn to create animations not zap aliens aimlessly. **Age Group 8 - 13**

A600 Hard Drive - A more serious version of the above. The hard drive saves repeatedly loading and swapping floppy disks. Suitable for serious games players and applications such as database management for a student or home office environment. The Epic Pack is particularly useful for a foreign language orientated student. **Age Group 12 +**

Amiga 1200 Desktop Dynamite - The perfect solution for the student. You want him or her to have a computer to produce school work using quality Desktop Publishing software, he / she wants a dynamic games playing machine. This gives both of you what you are looking for. The software alone is worth over £300.You can expand this computer through the addition of hard drives, extra memory, accelerator boards whatever the option most suitable for producing any number of serious applications. Want to be a graphic artist, video producer, film director, cartoon animator, musician, mathematician, designer..... the only limitation to the machine is your imagination. **Age Group 14+**

Amiga CD32 - The choice for existing Amiga owners looking for the latest product in the range or for the dedicated console owner. Knocks the Sega for six with its State - of - the - Art graphics. (Colours on screen Sega = 64/ CD32 = 256 or 262,000) and processing speed (Sega = 16-bit / CD32 = 32-bit) To you or me this means that people who write the games can now display more colours on screen and the action can be even faster. Also be aware this is also a Compact disc player with full four voice stereo sound so you can play your favourite CD's when the kids are at school. Connects to standard TVs and most hi - fi's. **Age Group 10+**

I hope this info assists. With Commodores help I'm certain that there will be thousands of happy smiling faces on Christmas Day, but if you're still not sure give Indi a call they will be delighted to help.

***P.S.** Indi tell me that they are able to extend the **"At Home Service"** on most new Commodore products to a full 3 years for as little as £39.99 through their agreement with **ICL**, the Giant European Warranty Company. Might be worth checking out for that extra peace of mind.*

Jakki Brambles

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AMIGA CD32

FREE SOFTWARE
Lemmings, Oscar, Diggers



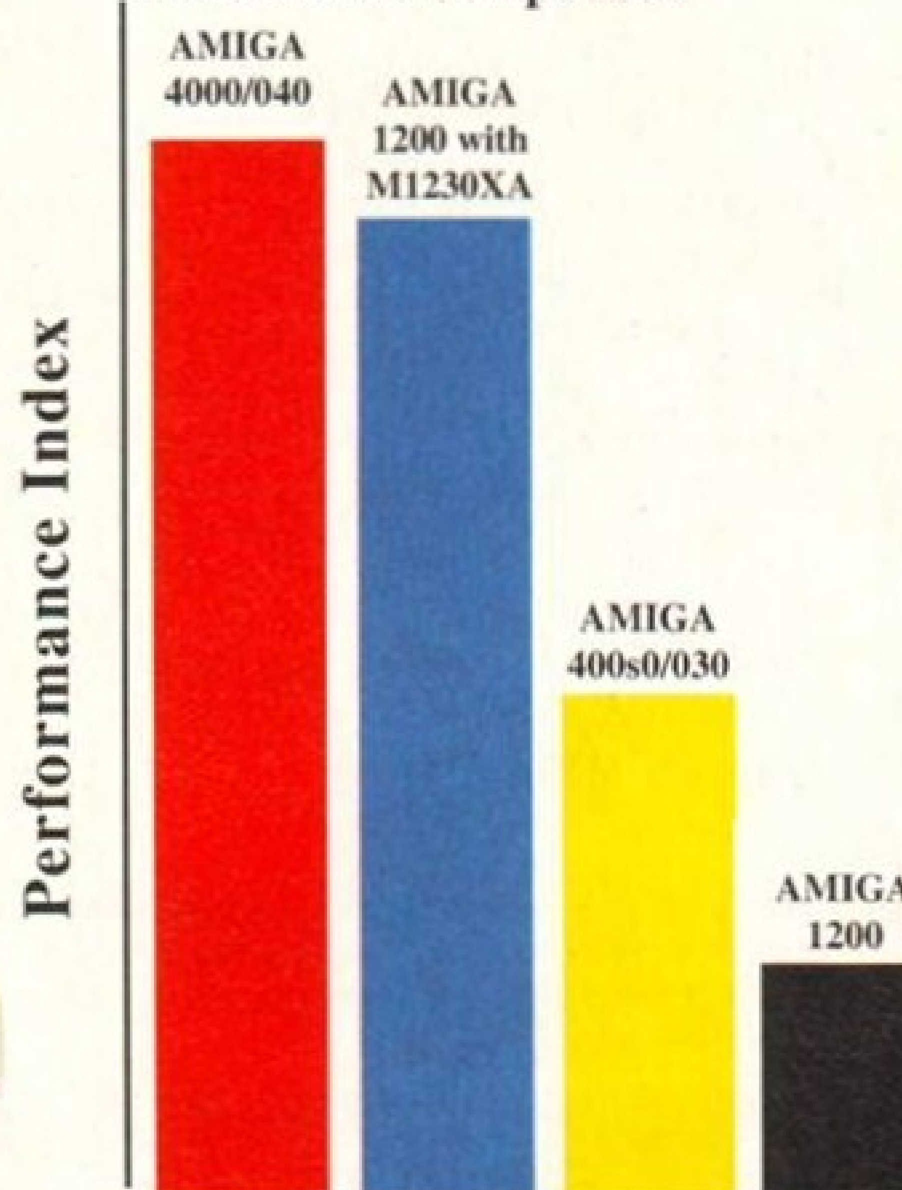
ONLY £289.99 with 3 great titles

The exterior may be sleek but lurking inside the Amiga CD32 is a technological wonder.
At it's heart is the mightily powerful 68EC020 processor from Motorola. This contains the 32 - bit technology which has made the Amiga 1200 a runaway success throughout Europe.Alongside it is Commodore's unique custom AGA (Advanced Graphics Architecture) chipset - comprising three chips nicknamed Paula, Lisa and Alice.
Together they make Amiga CD32 and awesome powerhouse of high speed graphics and stunning sound capabilities. In fact, the machine can display 256,000 colours on screen (compared to Sega's Mega CD which can only display 64) and has a total colour palette of 16.8 million colours.
Amiga CD32 also comes with a chunky 2 Meg of RAM (that's15 times more than Mega CD) and a double speed drive.

SPECIFICATIONS:

- 14 MHZ 68EC020 processor
- 2 Megs 32 - bit chip RAM
- 2 Joystick ports/controller ports
- S- video jack
- Composite video jack
- RF output Jack
- Stereo audio jacks
- Keyboard connector/ auxiliary connector
- Full expansion bus
- Headphone jack
- Headphone volume control
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To save time it is important that when you call us you have your Bank details handy and that you satisfy the three main questions:
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2) Have you lived in the UK for the past 3 years
3) Are you in full time employment.
If you cannot answer yes to all of these questions perhaps the credit agreement would be in someone elses name if so then they should telephone us. Once you are accepted we will ask for a 10% deposit. If you pay by credit card we will be able to release the products straight away. If you send us a cheque, it will take a few extra days. The only other decision that you will have to make is do you wish to spread the payments over 6, 12, 18, 24, or 36 months? **The choice is yours!**

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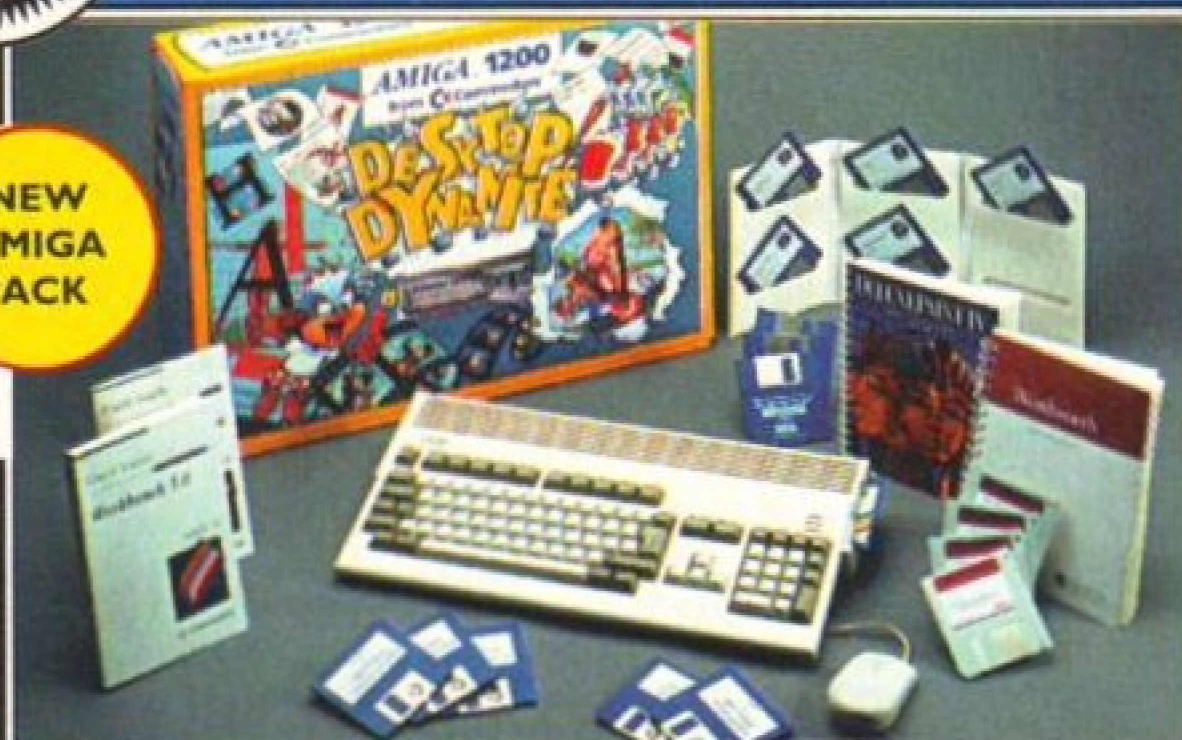
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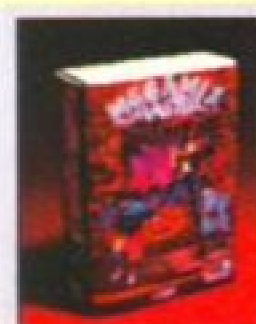
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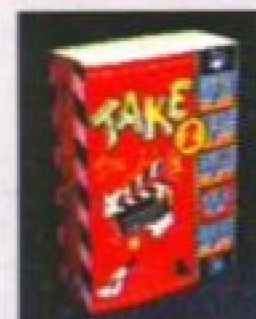


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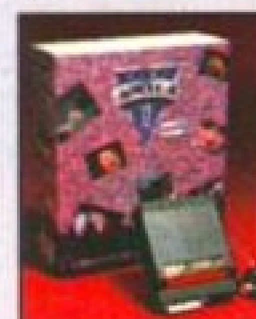
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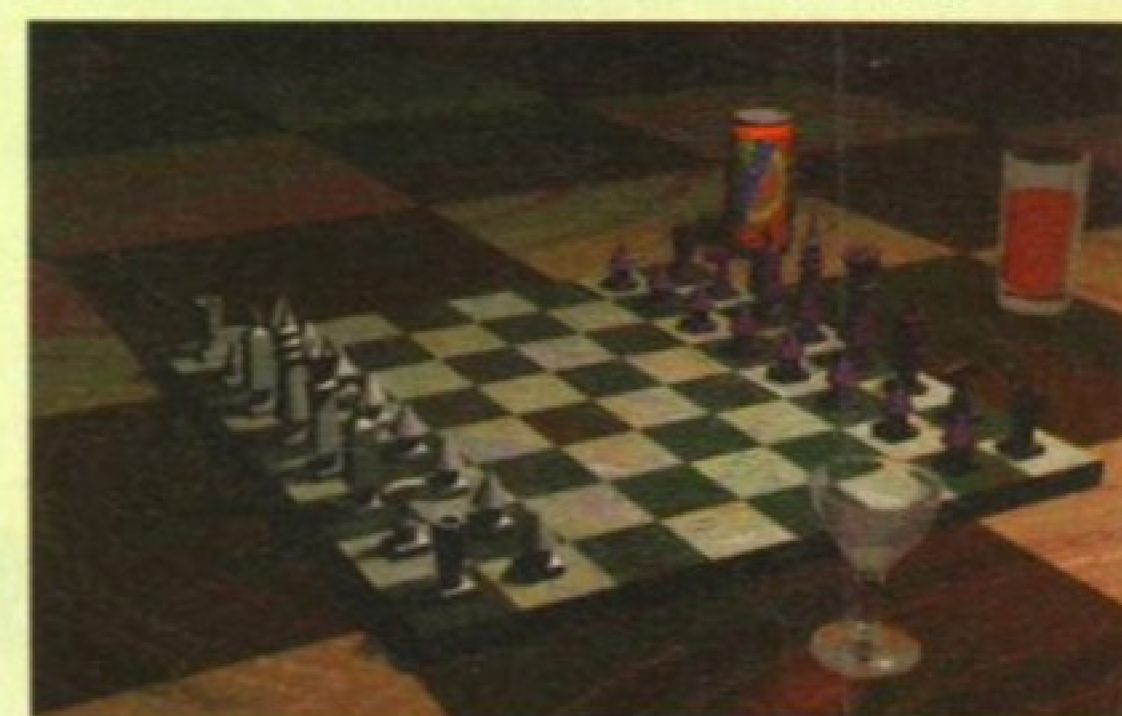
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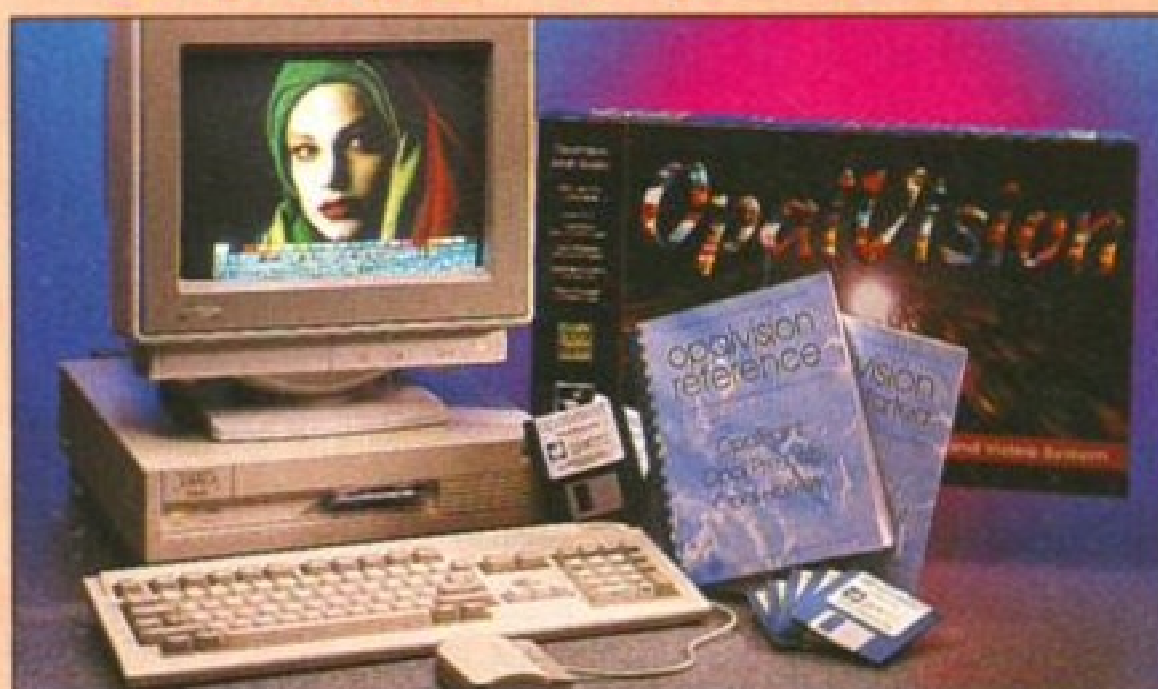


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WHEN TWO WORLDS WAR

The Westock-Waadam Warfare Workstation has one purpose: to manage and expedite the war between two planets. Or so it says in the manual. When you first boot up *When Two Worlds War* you are immediately thrown into a full-scale simulation of mechanised warfare in the far future.

The arena of combat is separated into three areas: your planet, the enemy planet and all the space in between the two.

You are placed in control of the entire war machine. You have to make the decisions as to which Military Units (MUs) you want to develop and how they are deployed once they are built. The options for new kinds of military hardware include tanks, jets, spaceships, submarines and satellites, and once you've got a set built, your units are



The main screen, showing the various scales of map (zoom and overall) and a Military Unit awaiting further orders. From this screen, all the sub-menus are accessed.



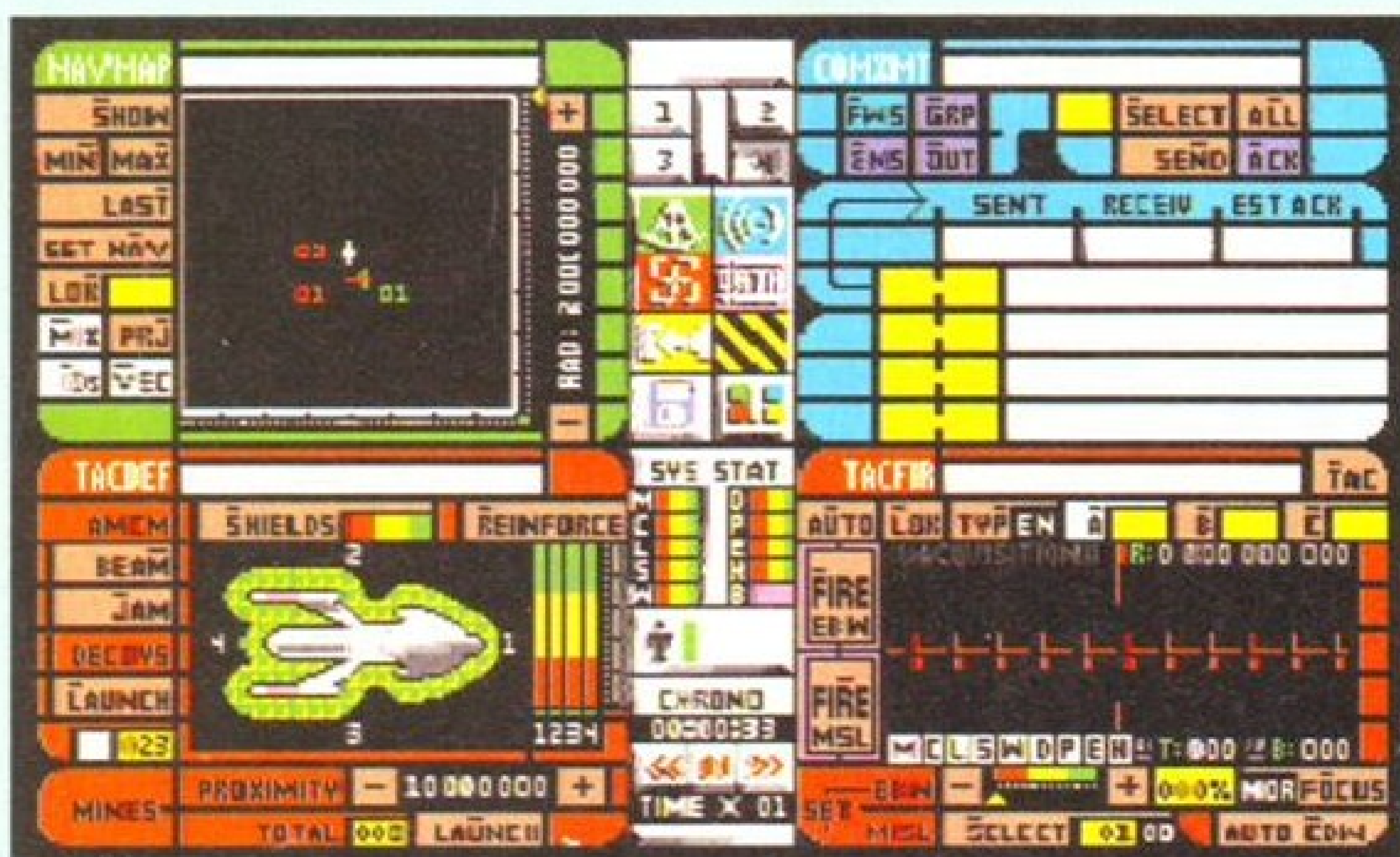
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RULES OF ENGAGEMENT 2

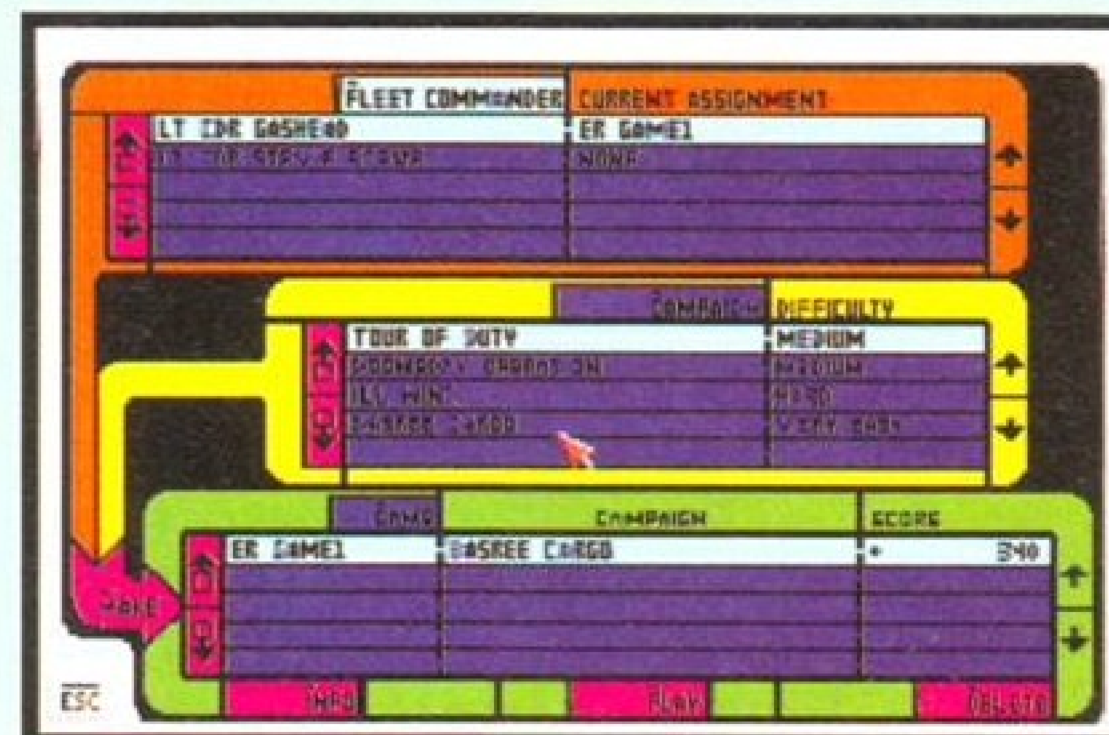
Being a Fleet Commander patrolling your space beat for the Federated World Force should be a fairly happening business – but not, sadly, in *Rules Of Engagement II*. Though the game has many nice touches, such as being able to change the configuration of almost every part of the game, when the proverbial hits the fan this is a rather dull and boring strategy exercise.

The theme of *RoE II* is that you are given a number of ships to deploy and a number of captains to… well, captain them. In your space sector there is a vast array of outposts, waypoints and enemy ships and a variety of missions. The most basic of these is to destroy two ships full of drugs and piloted by the alien Basree race. The missions get more sophisticated and much harder as you go along until you are involved in full-blown intergalactic warfare.

The game is controlled from a split screen where you can call up four screens of tactical information at any one time. Each of these tactical screens deals with a different aspect of controlling your fleet, ranging from ship attack



The main control panel, with four of the 28 available screens activated. Top Left is a map of the system, Top Right is the communications screen, Bottom are the Ship's defence and attack screens.



This is the mission choice screen. From here you take your newly created Fleet Commander and throw him into the chaotic whirlwind of combat.

organised into squads with a base on your home planet.

The game is easy enough to control: each unit can be ordered to perform various functions in each of the three arenas, from simple patrols to direct engagements. Units can also be ordered to whizz out on seek-and-destroy missions.

Into the bargain, for your money you actually get the game in both standard and AGA form, on two separate sets of disks.

When Two Worlds War benefits from having an exploration as well as a warfare element. As your units invade the enemy space your radar reveals more and more to you.

The graphics are neat and clear, although some of the icons are a little confusing. The gameplay is reasonably intriguing, and as you and your enemy develop new units and increase in strength, the escalation of the war gives you a definite feeling of tension.

The essential skills required to succeed at *When Two Worlds War* are good management of your resources and production facilities, combined with strategic forethought.

When Two Worlds War is neither simplistic nor shallow. It is an intriguing war game that will absorb you for some time.

Richard Jones AF

WHEN TWO WORLDS WAR

PROGRAMMERS
Edward Grabowski

PUBLISHER
Impressions 071-351 2133

PRICE
£34.99

RELEASED
Out now

NEEDS 1 MEG | HARD DISK INSTALLABLE

79%


The first and easiest mission briefing pits you against the evil drug-smuggling Basree.

and defence capabilities, to communications, navigation, troop orders and information screens. This novel control panel and the flexibility of information it provides is probably the best feature of this otherwise turgid game.

All right, so you can choose the kind of aliens and ships you'll be fighting, the missions and campaigns you'll be playing and the physical aspects of the systems you'll be patrolling. But in the end *Rules of Engagement II* is just plain dull.

It doesn't take long to realise that no matter how successful a Fleet Commander you may be, there will never be a great deal of satisfaction to be had from erasing monochrome dots on a screen.

Big fans of Public Domain *Star Trek* games may well find themselves hooked, but us ordinary mortals will have to look elsewhere for our kicks.

Richard Jones AF

RULES OF ENGAGEMENT

PROGRAMMERS
Omnitrend

PUBLISHER
Impressions 071-351 2133

PRICE
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58%



The main screen shows a map of the sea bed, which is where all the action takes place.

SUB

You always know you're in for a bad time with a game when its title is a very tenuous acronym. *SUB*, apparently, stands for *Strategic Underwater Battles*. Oh dear.

The plot is that the surface world has become uninhabitable due to atmospheric depletion, and the only safe place on the planet is now under the sea. Obviously in such a situation the survivors of the holocaust would immediately build a base, arm themselves to the gill implants and go for all-out sub-aqua carnage. It seems highly reasonable.

There is a vague deja-vu aspect to all of this. Before you can buy weapons to kill everyone, you have to research and design them. *Millennium 2.2* springs to mind here. Initially you have just one underwater base with research facilities, but you can build more, but you first have to make some money.

You can either sell the plans to weapons, ships or whatever you design, or you can sell components that you have manufactured yourself. In the early stages you will not have the resources to make things, so selling plans is the only choice.


If this is top strategy, then I'd rather have mindless violence, thank you very much.


There are several ship types available, each of which can be equipped with tools and weapons.

The mineral wealth of the ocean bed is there to be exploited. Mining platforms can be constructed to take oil, gems and ore from under the sea bed to power factories making components and ships which you can either sell or use to wage total war.

Ships can be organised into platoons to seek and destroy pirates. You may leave the combat up to the computer to sort out, but it isn't advisable. Considering the whole game is about strategic underwater combat, it's a bit of a shame that the combat part requires all the strategic expertise of a really tough game of Snap.

This could have been a good game if only the user interface wasn't so tortuously unfriendly and if it didn't look like a poor version of a title released a couple of years ago. This game is certainly sub-standard.

Nick Veitch AF

SUB

PROGRAMMERS
Kirstof Andras, Tasnadi Zoltan, Kukori Karoly

PUBLISHER
Thalamus

PRICE
£29.99

RELEASED
December 10

62%



Overwhelmed and outnumbered, the only way to be sure of victory in this mission is to send in a jet-strike and blow the bridge.

THEATRE OF DEATH

Remember that bit in *Theatre of Blood* where Vincent Price straps his victim into a chair and spears his eyes with a pair of rotating knives? That's what I feel like doing to the programmers of this.

Theatre of Death combines arcade shoot-em-up and strategy elements based around the fictional Def Com Military Academy. As one of its keenest students you've been let loose on a military simulator to engage in a war of attrition against four ruthless commanders and their armies.

It divides 50 varied and increasingly complex missions among four zones (grassland, desert, snow and lunar). You can be called to launch troop assaults, jet strikes, tank attacks or helicopter raids on a series of enemy targets, blasting everything you see.

The action takes place across two different screens – the first is a map where you can move your forces collectively and plan your strategy, the second is an overhead-and-behind view where you control individual troops, vehicles or platoons.



A typical mission involves lots of very small people running around like headless chickens.

If you're a fan of gratuitous pixellated violence you're in for a treat. Like *Walker*, *Syndicate* and *Cannon Fodder*, *Theatre of Death* gives you plenty of tiny blood-spilling sprites. Your chaps even get splatted by tanks, swallowed by sharks or suffocate in the swamps that cover the game area. Sound good? It's not!

Pass the suicide pills

Theatre of Death is plagued by an almost insurmountable number of problems. The control method is incredibly fiddly: you move your troops and vehicles around using a mouse, but are forced to scroll around the Action Screen with the cursor keys, so instead of centring on your selected platoon, the game makes you chase around trying to find them. Worse still, appalling scrolling inevitably means fire-fights happen off-screen and you get caned by an enemy who's just out of sight.

Another major gripe is the game's lack of artificial intelligence when it comes to moving your troops. Click on the Action Screen to give them a destination and they plough through rivers or swamps, drowning in the process. They also die if you move too close to your own vehicles. Why?

Your tanks and APCs are little better. They manage to get themselves stuck behind every building, tree and hillock going, so you end up wasting even more precious time trying to negotiate obstacles, when the AI should work out where you want to go.

Graphically, *ToD* looks the part – the helicopters and jets are good, casting convincing shadows, the sound effects are good too with some convincing gun noises, explosions and spine-tingling screams. But it's all spoiled by some dodgy collision detection and flickery sprites which get stuck behind objects and then stay there. What a shame.

Rob Mead

THEATRE OF DEATH



PROGRAMMERS
Dave Anthony

PUBLISHER
Psygnosis 051-709 5755

PRICE
£29.99

RELEASED
November 1993

GRAPHICS (6/10)
Too obviously derivative of *Cannon Fodder* and *Syndicate*, but decent-looking nevertheless.

SOUND (6/10)
Some suitably gung-ho sound effects, a strident military theme and blood-curdling screams.

ADDICTION (4/10)
Frustrating. You keep playing just to see if it gets better as you go along. But it doesn't.

PLAYABILITY (3/10)
50 different missions, but the gameplay's so lacking you don't really care.

VERDICT

“ This game tries to steal all the best ideas from *Syndicate* and *Cannon Fodder*. Unfortunately it then sticks them into an almost unplayable game engine. ”

49%



You have to complete ten of the fifteen missions in each of the first three zones (grass to snow) before you get the final five in the Lunar stage.



This is *Theatre of Death*'s map screen which enables you to work out your battle strategy – if you happen to have one, that is.

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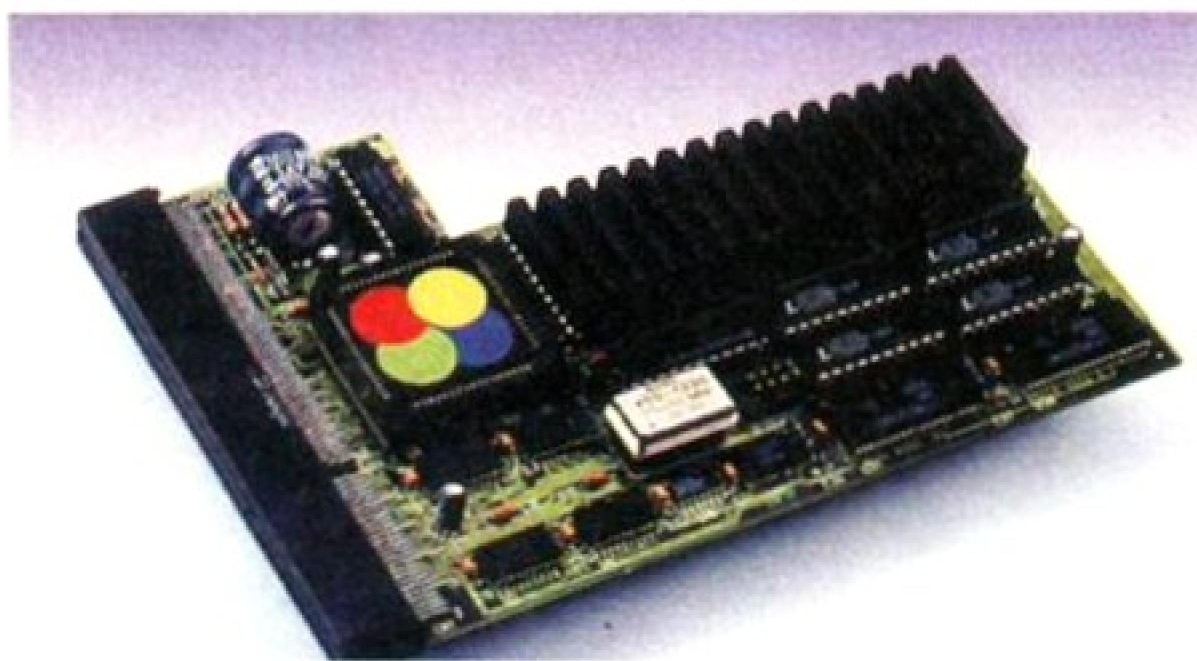
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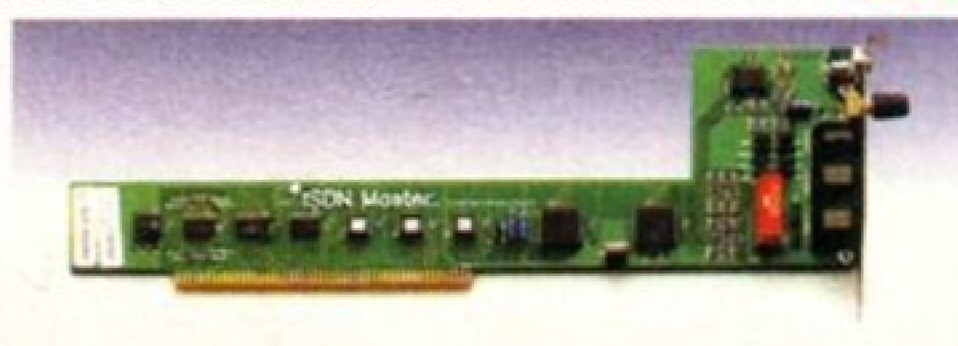


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Autoboot, Autoconfig and Zero wait states

MULTIFACE CARD 3

Multi I/O card for Amiga 2000/3000/4000; 2 additional serial ports and 1 parallel port. **£149**



GIGAMEM

Virtual memory management for all Amiga with MMU. Including 040 support. **£59**



Most recent powerful applications for the Amiga (eg: for graphics, music, animation, raytracing, D.T.P.) require more main memory than is available or possible to integrate. GigaMem is a program which simulates up to 1 GigaByte memory, which swaps onto any mass storage system (i.e. hard disk). Intelligent management accomplishes simultaneous use of several programs in a multitasking mode.

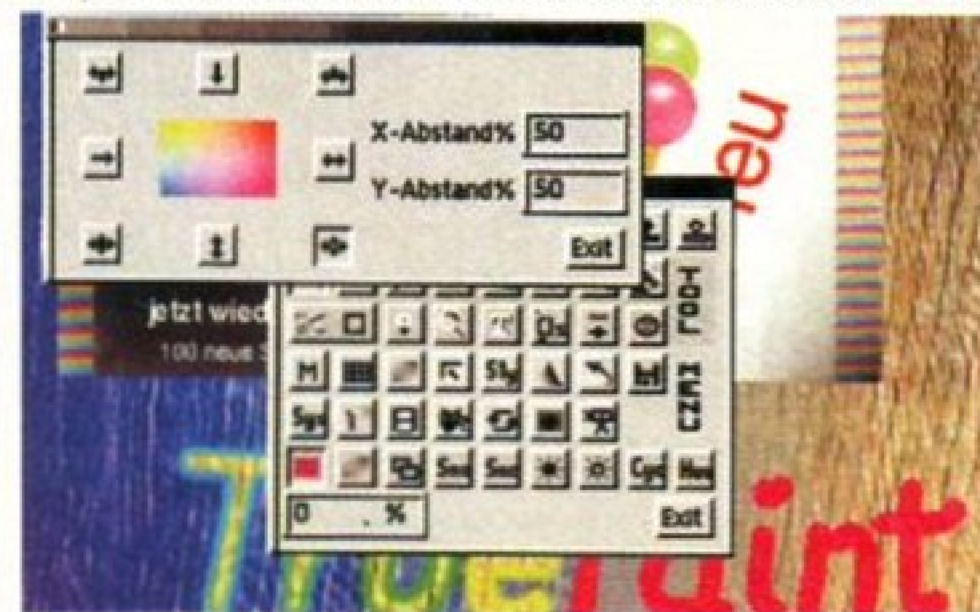
System requirements:-

- ★ GigaMem works with all AMIGA <R> computers with MMU (Memory Management Unit): i.e. Amiga's with 68020 or 68030 accelerator and MMU.
- ★ No restriction on type of HD controller and hard disk.
- ★ GigaMem is compatible with Kickstart 1.2/1.3 and 2.x.

£59

TRUEPAINT

24 Bit paint program for all Amigas; also AA Chipset...**£69**



Paint Program for Amiga Application: TruePaint is a professional 24 bit paint software with full suppport of the AA chipset Amiga line. Using TruePaint, Amiga graphic and 24 bit graphic can be edited without any loss of quality. A maximum of 16368 x 16368 pixels renders your graphics feasible even for slide development systems.

FEATURES:

- ★ Up to 16368 x 16368 pixel with oversize function.
- ★ Various draw and paint functions.
- ★ Functions for mask, outline, recolor and filling.
- ★ Airbrush with adjustable spray functions and stipples.
- ★ Transparence curves also by brushes.
- ★ Slant, rotate, scale.
- ★ Easy drawing of Beziér curves.
- ★ Lightable function for editing animation pictures.
- ★ Text functions with full support of Bitmap and Compugraphic fonts.
- ★ Load and save with different formats: IFF, ILBM, PPM (Unix), JPEG and TruePaint special format.
- ★ Quick View of pictures with MINIPIC function.
- ★ Any Macro functions can be assigned to 20 function keys.
- ★ Unlimited Undo/Redo including Macros.
- ★ Full AREXX support.

SYSTEM REQUIREMENTS:

- ★ All Amiga with AA chipset, e.g. Amiga 1200/4000.
- ★ Kickstart™ 3.0 or above.
- ★ Minimum 2Mb graphics memory.
- ★ Additional memory recommended.

Repair service

New service centre/repair for most Amiga computers. We offer a quotation service of £10 for which we will examine your computer and report back with an exact quotation price for the repair. If the repair is carried out the £10 is then deducted from your bill.



ALIEN BREED 2
THE HORROR CONTINUES...

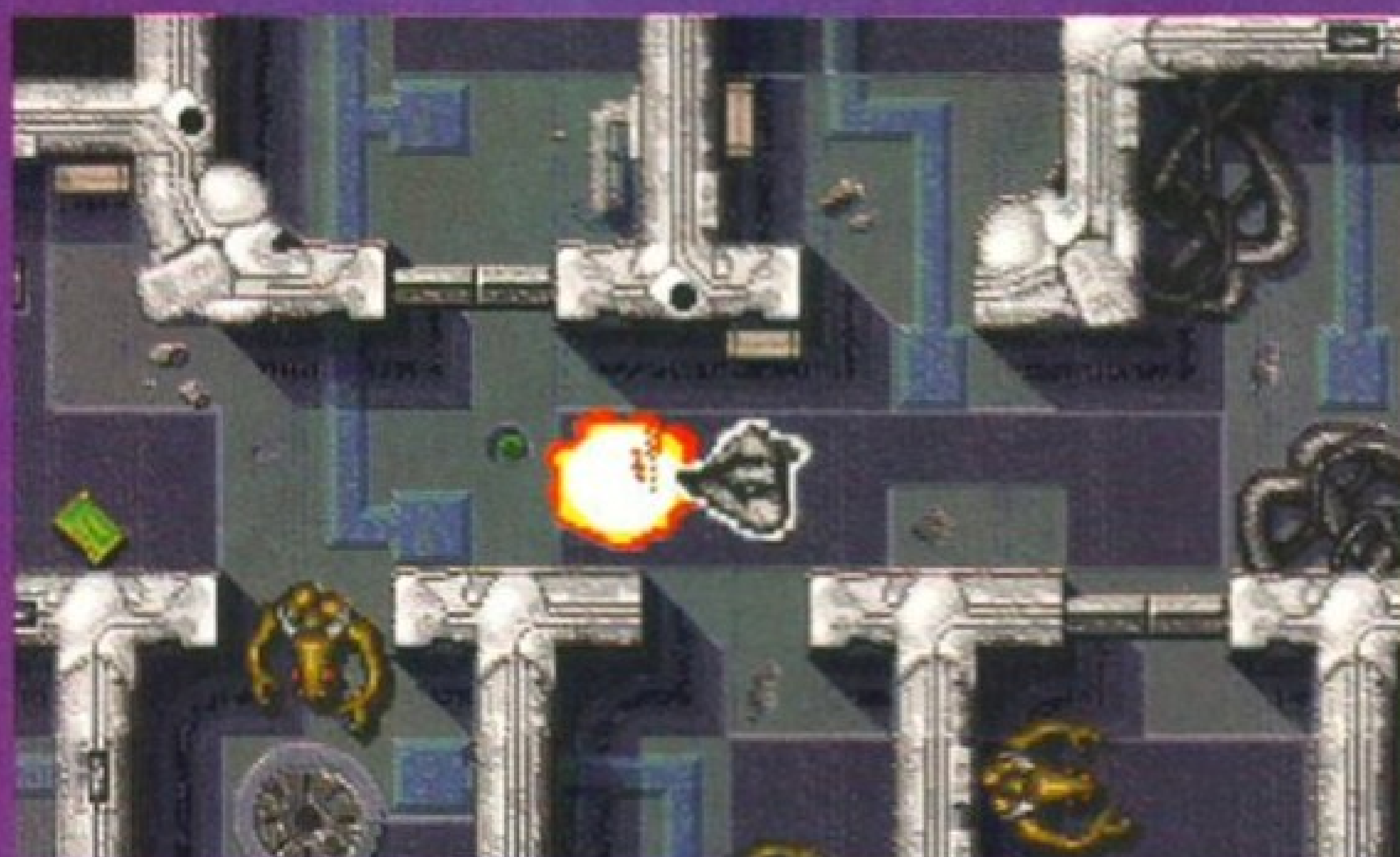
Sitting in the test room pootling around with *Alien Breed II*, I was moved to ask consultant ed Vic Neitch what he was doing with the stopwatch he was clutching. "Testing an accelerator card," he replied. "Split-second reflexes and no small amount of cunning are required," he continued. "Want to know what I had for breakfast as well? Toast and Marmite, lots of vitamin B."

Not the most exciting conversation to take place in the *AF* office. Yet this seemingly insignificant tete-a-tete bears such resemblance to this shoot-em-to-high-heaven game that it almost defies belief. For *Alien Breed II* requires split-second cunning and no small amount of reflex action. And the two main protagonists, Johnson and Stone are just the types who'd consume Marmite by the lorryload before heading off to blast aliens.

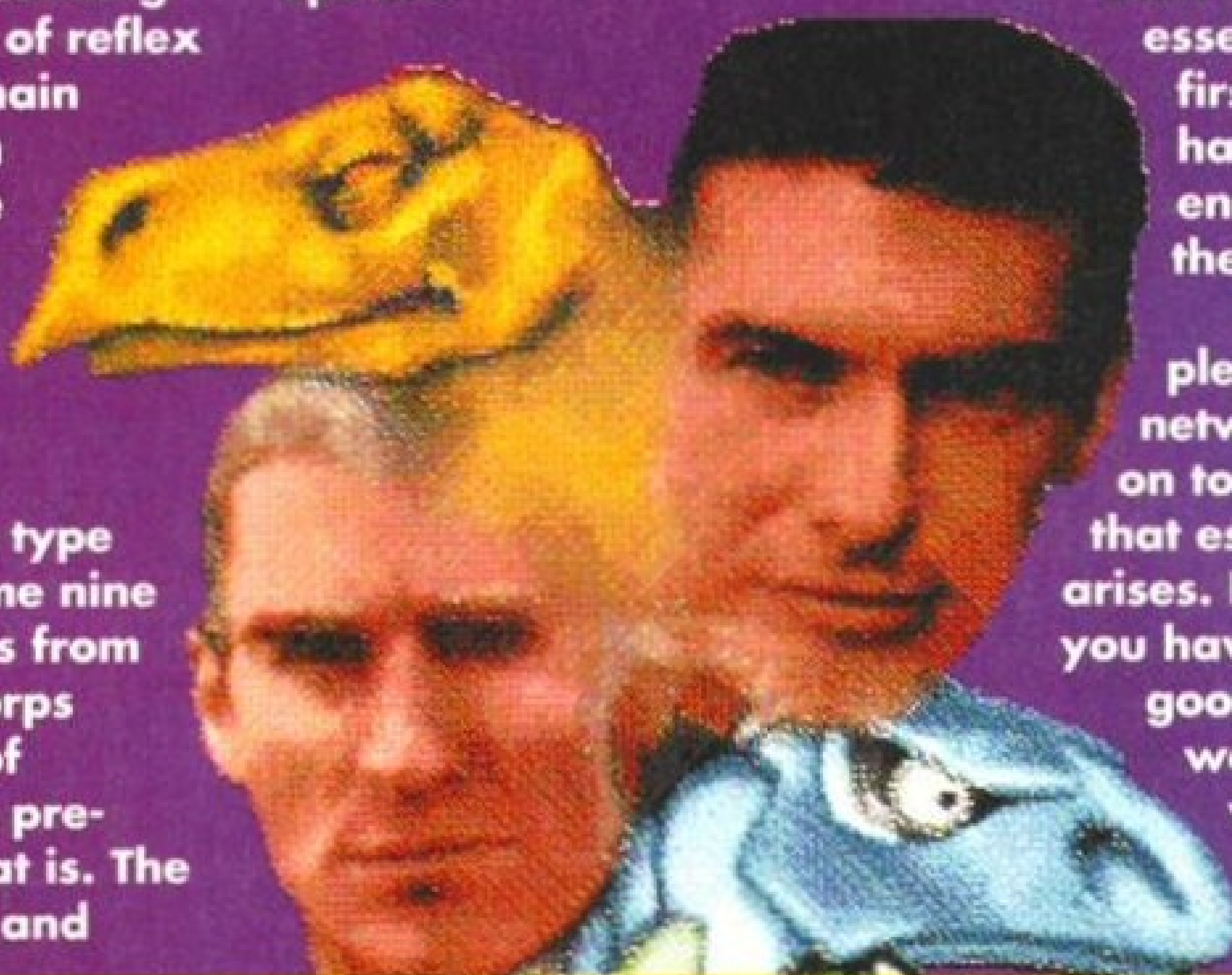
Brief Plot Scenario type of paragraph. It's some nine years since our heroes from the Inter Planetary Corps crushed an invasion of frightful aliens. Peace prevailed – until now, that is. The alien fiends are back and without the help of Flash, Super, Spider, Wonder, Six Million, the Judge, or even the lads from *Star Trek*, it's up to you to quell this latest coup.

Aargh! Aliens!

Bombarding you from all angles, the nasties' barrage is constant and unforgiving. Balls of fire (goodness gracious), choppers, mutants, blobby things – you name it, it's on your case. The helicopters can run you over, yet fly over fences taller than you without gaining any height, while you shoot in vain hitting the barriers. Not fair. But persevere, and after the initial anxiety and tears, you will treasure each success. Pick-ups are scattered across a wide area, and if you're playing a simultaneous two-player game, it's wise to share them out so you both benefit. Credits are essential pick-ups and the first aid ones come in handy. Also, the keys enable you to get into all the rooms and passages.



It was, I believe Phil Collins who suggested that it wasn't a great deal of fun being an illegal alien. But the alien countered that being a bald drummer in Genesis was little better. And he was right.



Once inside the complex, there's a computer network which you can log on to when the need for that essential purchase arises. It provides access (if you have credit) to a range of goods including weaponry, key packs, as well as a superb selection of cutlery, crockery and tea towels with maps of the levels on.

The gaming area is huge. It's a maze of rooms and passages, which wouldn't be so bad but for the fact that they are occupied by more aliens than the population of China (NB: Future Publishing reserve the right to let Steve exaggerate wildly, sometimes).

Good game, good game

Team 17 have, in this AGA version, produced some good graphic effects – the pre-mission screens are particularly stunning. The scrolling is smooth, although in the two-player games, both characters have to be on the screen at the same time, and you can get stranded at the side of the



After spending over half an hour trying to blast through the gate, our hero grabs the manual.



Upon close inspection, the manual reveals nothing. So our hero resorts to shooting on sight.



Blimey. What's this? A gap between the pipes. Has our hero finally come to his senses?



Oh no. Back at landing zone one. No, no, don't put that gun in your mouth. Put it in your ear.

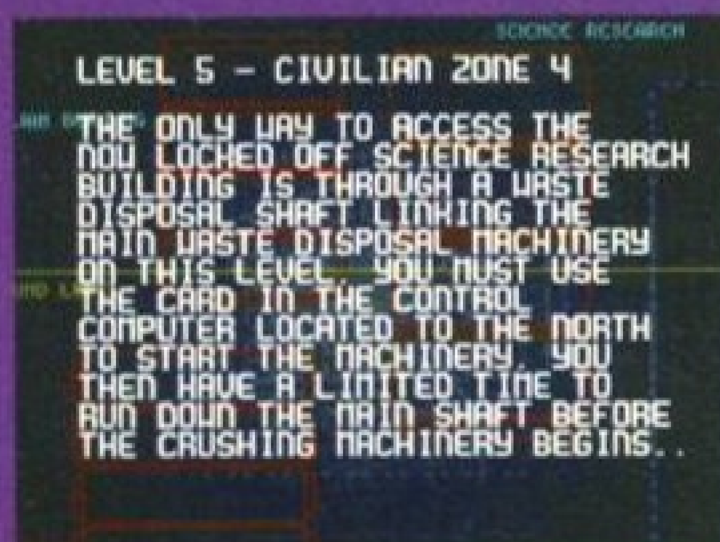


Another tricky situation for our hero, this time involving killer green blobs on carpet tiles.

screen if your mate's dawdling. And sometimes you get stuck in gaps which look easy to pass through.

Alien Breed II is not wildly original – you trundle along shooting everything in sight; but it's slick and it's fun and yes, it's hard too. In two-player mode, it's a joyous romp. Thoughts of pick-up sharing fly out of the window as you zoom around, spraying bullets with wild abandon.

Alien Breed Special Edition is in the shops at £10.99 and this retails at a hefty £29.99. Expensive stuff, even if they

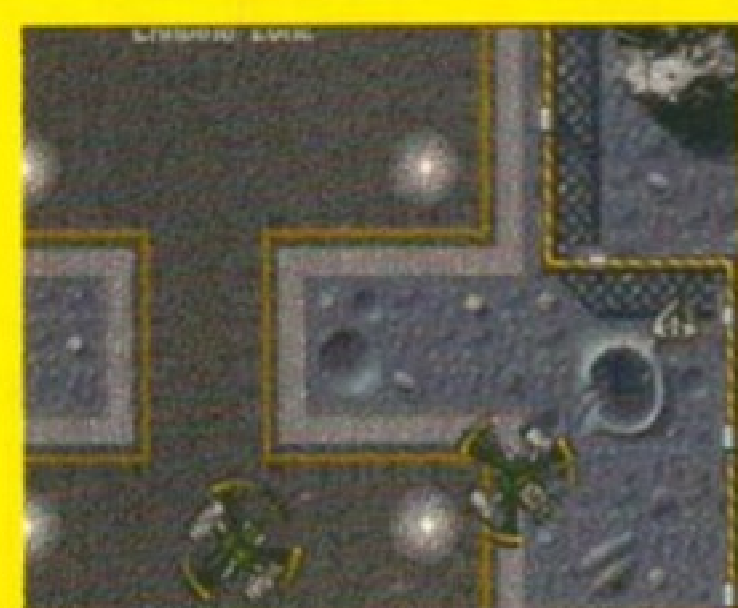


Hmm, don't like the sound of that crushing machinery. I think I'll play *Putty* instead.

have thrown in an *Overdrive* demo and a helicopter shoot-em-up, *Apache*, for free.

Yet Team 17 are to be applauded for producing good quality, cheap games. And despite the 30 quid tag, *Alien Breed II* is a better game than many others in a similiar price bracket.

Steve Bradley



Foul play. Choppers shoot you, run you over and still fly over the fences without going upwards.

ALIEN BREED 2

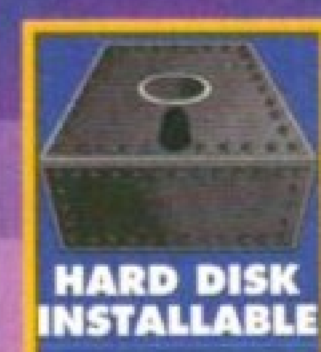


PROGRAMMERS
A Tadic, R Holmes, A Brimble

PUBLISHER
Team 17 0924 201846

PRICE
£29.99

RELEASED
Out now



GRAPHICS



They look very nice. Whether your Grandma would like them is a different matter. But smart.

SOUND



Both the speech and sound effects serve to enhance the quality. Pump up the volume.

ADDICTION



Play this with a friend and you'll both be there for hours. As good as snogging Kylie.

PLAYABILITY

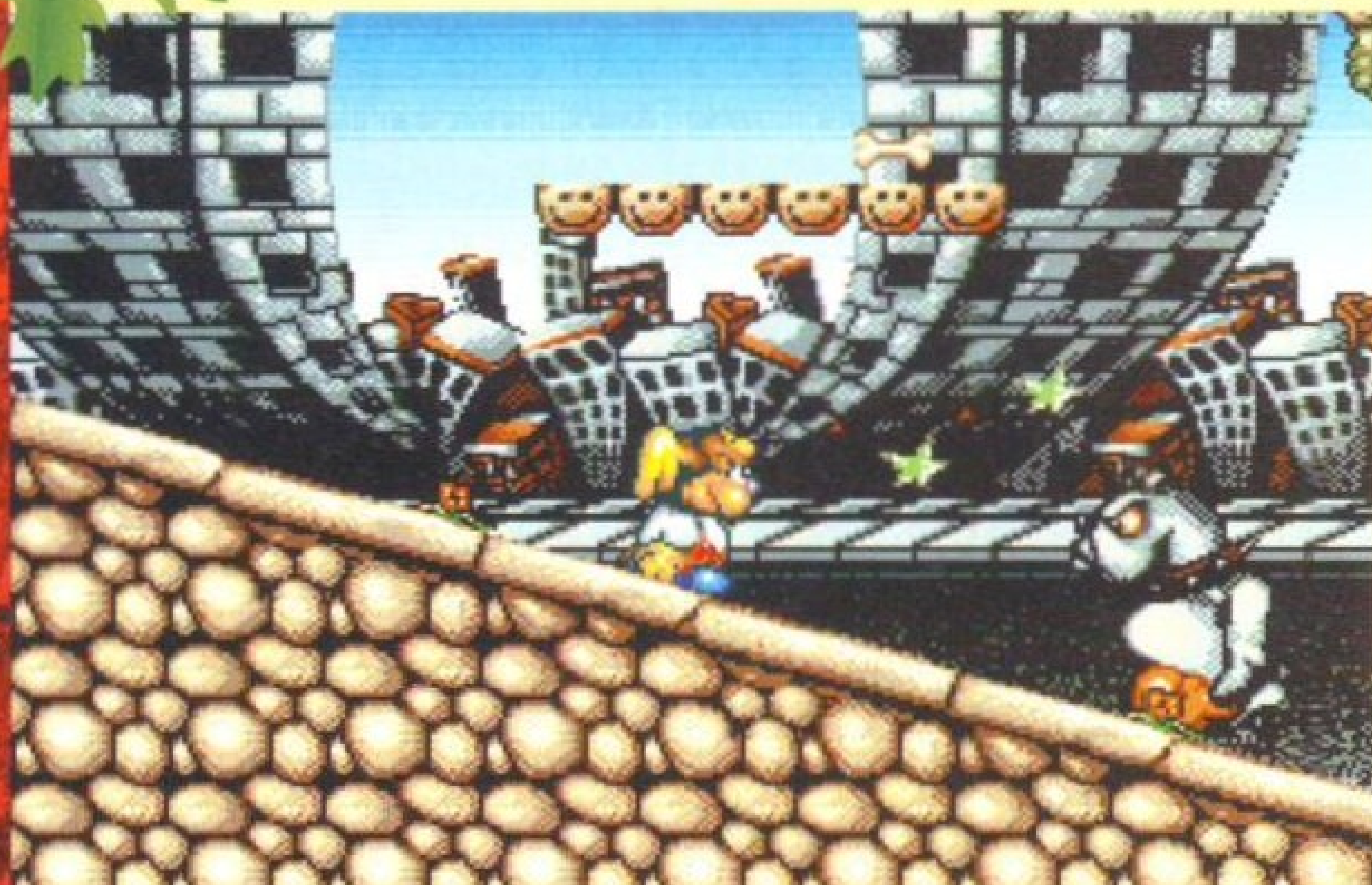


The number of aliens on the prowl make this a tough assignment, but it's still great fun.

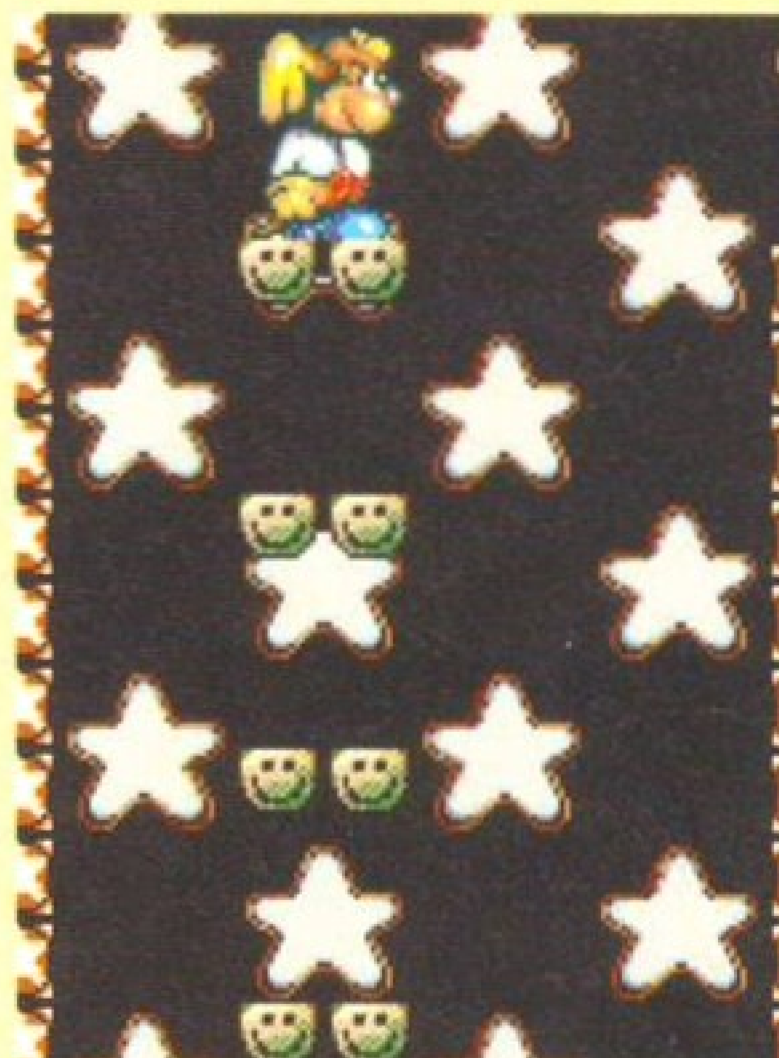
VERDICT

" With this game Team17 have enthusiastically entered the AGA arena. Most have heard of, if not played, *Alien Breed*. The West Riding softies have not disappointed. "

80%



Shoot your starry missiles at the vicious, snarling boxer (the one in the gloves) or risk being reduced to a dog's dinner. If you make it through this level you'll have a tail to tell.



One of the many hidden bone-us levels into which you may stumble in *Wonder Dog*.

WONDER DOG



The hero of this escapade has, allegedly, been injected with a top secret wonder serum and launched into space in a bone capsule in a desperate effort to save the galaxy from General Von Ruffbone.

First impressions can be misleading, and that's certainly the case with the platform extravaganza *Wonder Dog*.

Let's face it, Bunny Meadow isn't where you'd expect to start an adventure in which your canine hero must save the galaxy from the evil General Von Ruffbone and his army of dog troopers.

In fact, why anybody would want to go to Bunny Meadow is beyond me. The rabbits don't attack you unless you hit them first, the moles nip your ankles in a cute sort of way, and all there is to do is leap around the greenery and foliage collecting bones and diamonds and stumbling across the occasional bonus level before wandering off towards the next challenge.

You half expect Wonder Dog to stop half way through and say: "Come on bunnie wunnies, come on moles, come on hedgehogs, come on ducks, let's all stop and have a picnic." Pratt.

Anyway, after this less than auspicious start, *Wonder Dog* begins to show its teeth. The levels become more challenging, there's the occasional puzzle and you discover that Wonder Dog can burrow down to deep levels and slide under things, and that if you shoot some of the walls there are bonuses concealed within them.

After working your way through six levels (including the entertaining 'Dogsville' and 'The Scrap Yard' and the extremely tricky 'Planet Weird') and taking on some particularly mediocre guardians, you arrive at General Von Ruffbone's home planet, K9, where your mission comes to a moderately thrilling climax. All of this is accompanied by the sort of music they played to carpet advertisements at cinemas in the 1970s, and some rather good graphics.

Although it seems a bit ruff at first, *Wonder Dog* eventually shows some pedigree.

Richard Jones



Collect the little smiley token to make the invisible platforms appear before your very eyes.



If you battle through the hazards and obstacles of *Wonder Dog* and make it to the final level on planet K9, you'll encounter enough unpleasant things to send you barking mad.

WONDER DOG



PROGRAMMERS
Dan Scott

PUBLISHER
Core Design 0332 297797

PRICE
£25.99

RELEASED
Out now

GRAPHICS 7/10
Smooth scrolling and well-drawn backgrounds add quite a lot to the gameplay.

SOUND 5/10
Everyone who heard the music was somehow reminded of the 1970s. Most peculiar.

ADDICTION 7/10
Enjoyable, but not the sort of game that you will have to be dragged away from.

PLAYABILITY 7/10
Despite a poor start, *Wonder Dog* develops into an engaging if undemanding platformer.

VERDICT

" *Wonder Dog* is a well-crafted platformer, which lacks any real originality but is fine as far it goes. The graphics are good, but the sound is a bit annoying. "

74%

A STATE OF EVASION

THIS MAN IS WANTED THROUGHOUT THE GALAXY.

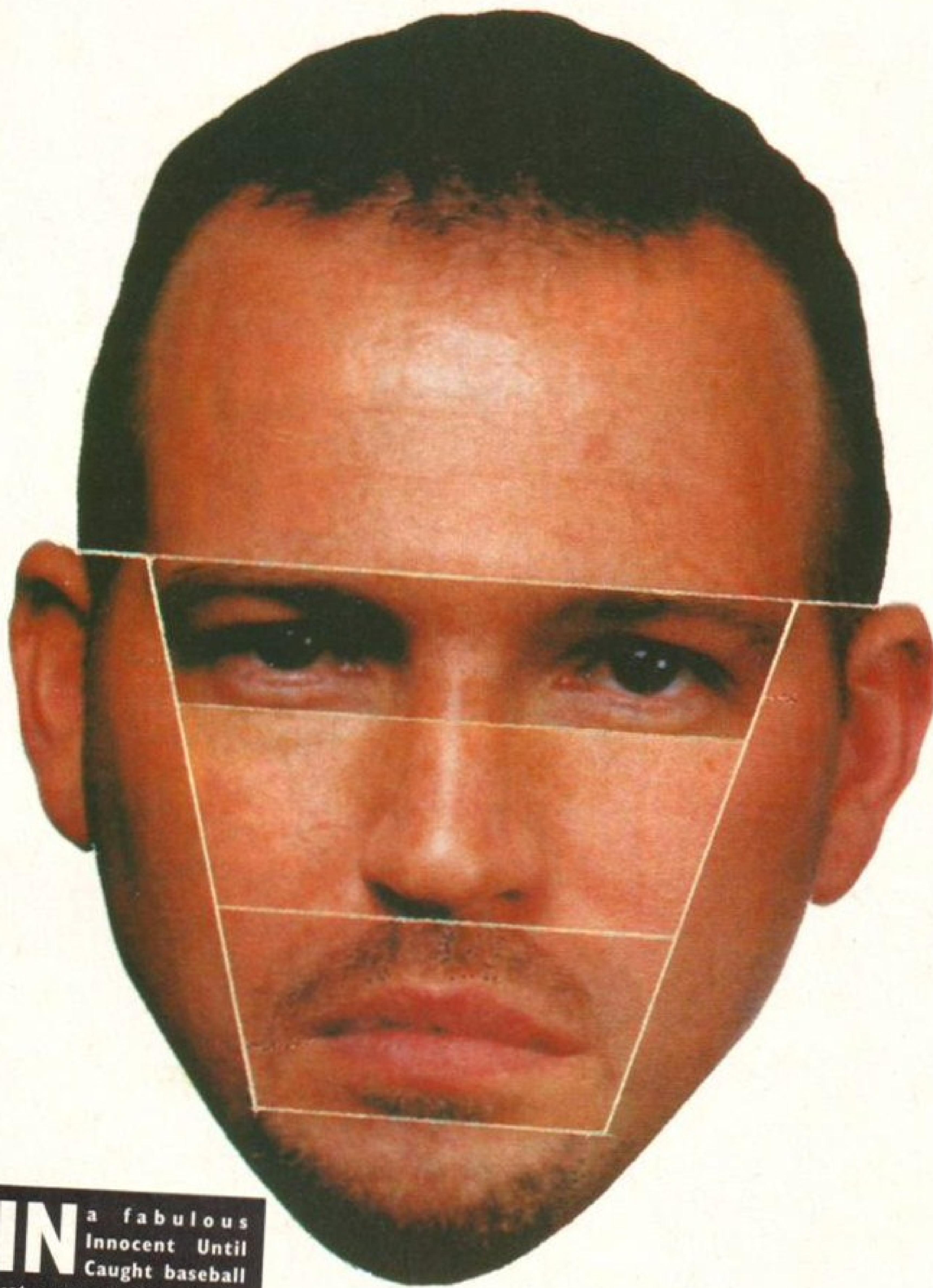
In an unprecedented move the Interstellar Revenue Decimation Service have appealed for public help in tracking one of the greatest debtors in history.

Known as Jack T. Ladd, he was presented yesterday with a tax bill reputedly totalling at least twice the gross national income of several major star systems, and given 28 days to pay. This was the last that the IRDS saw of him.

The photo-fit recreated here has been put together from descriptions supplied by various members of the IRDS, several bartenders, his landlord and fourteen women with intimate knowledge of him.

Known throughout the underworld as a professional thief, Jack T. Ladd has already been sighted on three planets, one Cloud City and at least four bars. It is believed that he is involved in various nefarious deals in a vain attempt to raise the money he owes. However a spokesman for the IRDS told us "He doesn't have a chance, he's only got four weeks and our patience is already running thin. We've got him by the XXXX's."

If you see this man do not approach him, he may be armed. We know he carries a fully loaded credit card wallet, and women especially are advised to avoid him at all costs. His charm is lethal.



WIN a fabulous Innocent Until Caught baseball jacket. Just answer this simple question: Who is Chasing Jack T. Ladd?
a) MI5 b) the IRDS c) the FBI
Send your answer on a postcard, stating your name, address, age, type of computer and the name of this magazine. To: Who is Jack T. Ladd? Psygnosis Competitions, Dept. 1770, Winterhill, Milton Keynes MK6 1HQ, UK.

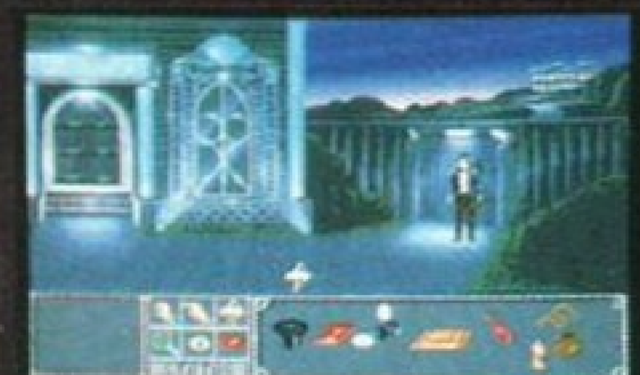


UNITED STATES OF PSYGNOSIS ANNOUNCEMENT.

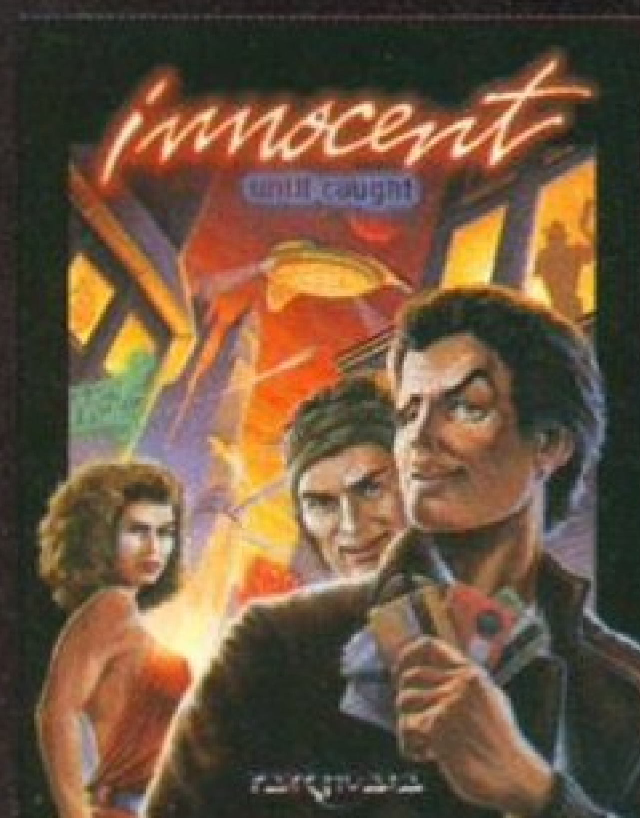
Playing Innocent Until Caught is thought to be addictive. 10Mb of data, superb gameplay, realistic 8-way movement and features including SmuttiText™, Censo-Round™ and CyniPlay™, are but a few of the ingredients thought to be included in an insidious attempt to lead the fine young people of our Galaxy off the straight and narrow, down the rocky road of debauchery.

We also warn that playing this game constitutes an attempt to assist one of the greatest villans of our time in avoiding lawful repayments of taxes. Anyone found abetting this criminal will be dealt with severely. If you have already encountered this man and are facing a dilemma call the Innocent Helpline.





AVAILABLE ON PC AND AMIGA.



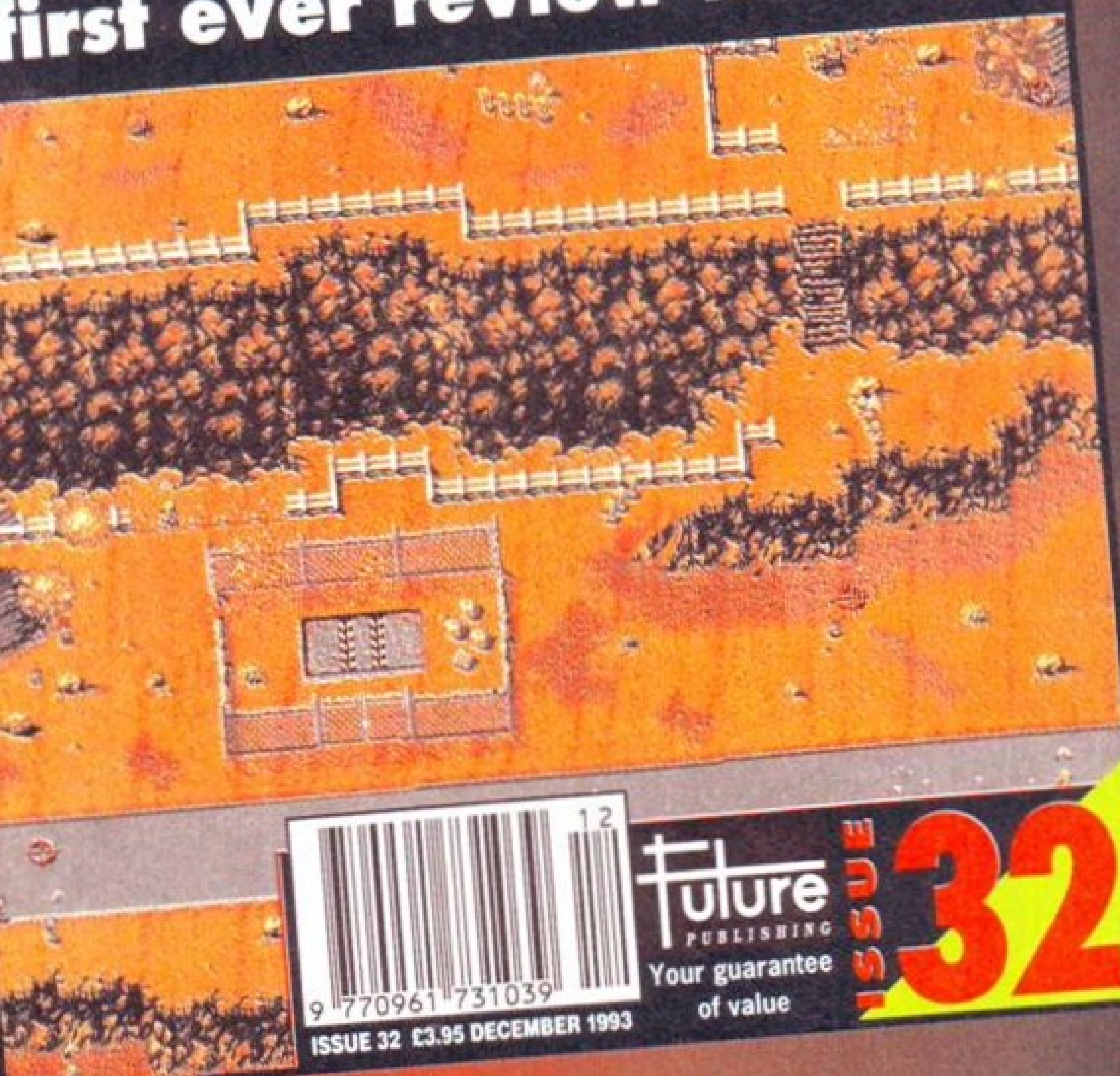
HELPLINE 0891 101 276

All calls cost 36p per min. cheap rate, 48p at all other times. Please ask the bill payers permission before using the phone. For a full set of rules send SAE to Psygnosis, South Harrington Building, Sefton Street, Liverpool L3 4BQ. Entries must be received before 31st December 1993.

FROM THE UNITED STATES OF PSYGNOSIS

AMIGA GAME READ THIS!

ON SALE NOW!



SPORT!



"Decapitation is actively encouraged, as is stomping and inflicting harm on your opponents when they're down. No wonder we're breeding a nation of monsters."

– Steve McGill gets well into Millennium's beat-'em-up soccer sim, *BRUTAL SPORTS FOOTBALL.*

ER, 3D POLYGON SHOOT-'EM-UPS. IN SPACE!



"Elite was pretty fronty. But *Elite 2* – is *FRONTIER!"*

– Dave Green makes a very bad pun to introduce our massive in-depth review of *ELITE 2: FRONTIER.*

Yup – no matter what kind of games you like the most, you'll find them reviewed in AMIGA POWER. This month we've also been playing *Second Samurai, Alien Breed 2, Cyberpunks, Seek And Destroy, Bob's Bad Day, Jet Strike, Prime Mover, Deep Core* and *The Settlers* and boy, do we have a lot to tell you about them. That's not forgetting our EIGHT pages of fantastic previews (including an EXCLUSIVE look at *Cool Spot)* PLUS the opportunity to win all kinds of things, including £1,000 worth of games from the new HMV shop, Level One. If it's about Amiga games, then you'll find it in our current issue – why bother with anything else?

SEEK AND DESTROY

The helicopter has been something of a tour de force in 1993, what with the brilliant *Desert Strike*, the fantastic *Gunship 2000*, and the slightly less impressive *Firehawk*. Noel Edmonds has still got his, I think; and Leonardo Di Vinci almost invented it. And Guns 'n' Roses go to concerts in them, apart from when they go by bus. Or by limousine.

Next up is Vision Software's *Seek and Destroy*, a blast-em-to-smithereens affair. Four different terrains (desert, water, snow and jungle) and a heap of missions are on offer in this easy-to-complete number.

I'm lying actually. This game is not easy. I've got a fax from Vision headed 'Hints and Tips'. At the bottom of the sheet it states: "everyone at Vision has been able to complete all 15 missions and continue playing for points". Fair enough, they wrote it, but they're so matter-of-fact about it. I haven't seen sight nor sound of snow or jungle. So this is a shoot-em-up that will keep you in business for some time.

Seeking the folk that you must destroy is achieved by using the radar which is permanently on the tail of the chopper. Coloured dots represent the different enemies which include 'copters, tanks, and ships. Buildings are yellow (not scared, yellow dots, I mean). There is also a built-in map screen which you can refer to in times of need – in my case this was constantly.



"I've been flying choppers for seven years now. And I love it – you know, war and that. Dead smart it is. And you get to wear a great jacket." Terry Simpkins – helicopter pilot from Barnsley.

Tactical manoeuvres

Seek and Destroy has a two-player simultaneous mode. One player flies the chopper while the other acts a gunner, using a joystick from the other port. It's also possible to play in two-player mode on your own using a joystick in one hand, and bashing away on a mouse or stick with the other (if you're a bit clever, unlike me). There's a decent array of weaponry at hand, accessed using F1 to F6 on the keyboard (if you're ambitious – you need three hands) including intercepter and ground missiles, nicely complemented with a generous helping of napalm bombs.

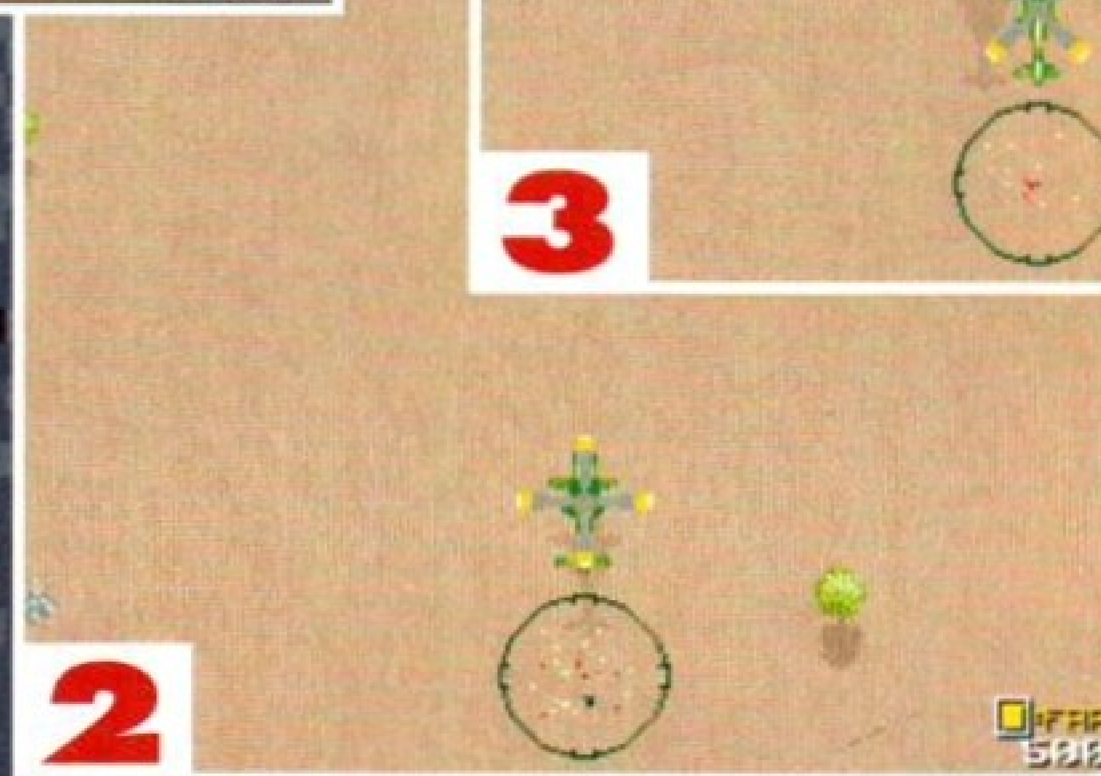
Some enemy buildings, when blown to pieces, reveal pick-ups which replenish either fuel, shield or weaponry. Trouble is, you have to land to acquire them and often, you face a barrage of fire when attempting to do so. But no matter, practice makes perfect (and practice, you will need to).

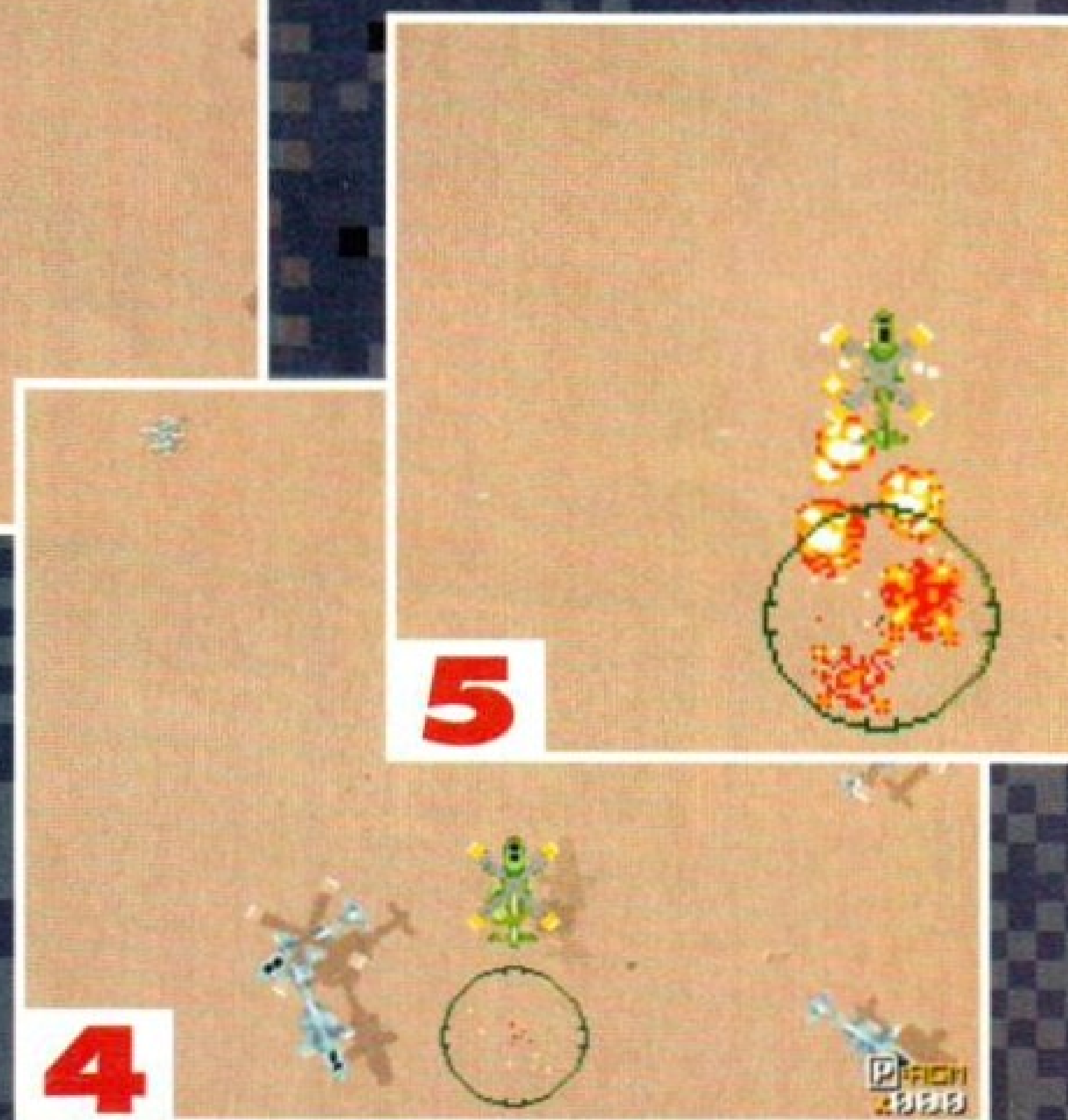
Slick and smart

But don't be put off by the difficulty of *Seek and Destroy*. It's very slick and









1 Mission on! Take off from base and head towards enemy lines. Easy enough.

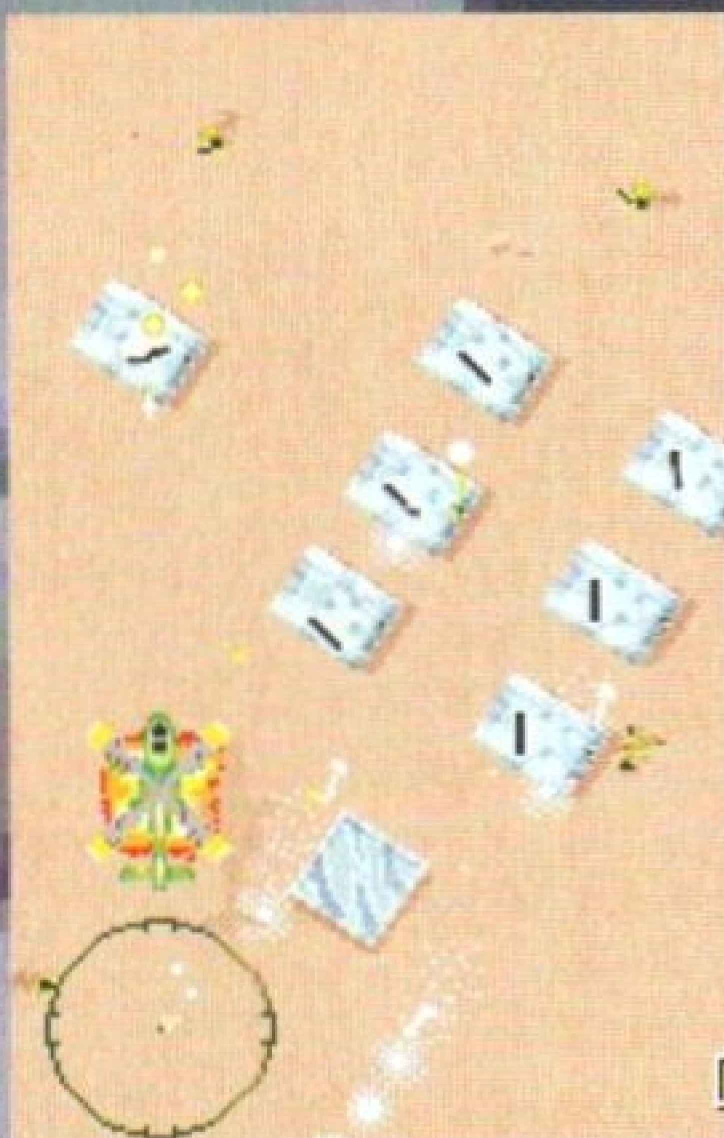
2 It looks a bit busy on the scanner; still, no sign of the blighters, so why worry?

3 Oh dear. Where did you lot spring from? Steady on lads, this is a bit unfair.

4 If I can just manoeuvre my way through this problem, I'll probably be able to...

5 No, it seems I won't be able to. Mind you, if I can just land safely I'll be...

6 Aha! So that's the way it's to be. Next time, it'll definitely be a different story.



Sidewinder missiles, artillery, ground soldiers – they're the bane of the modern helicopter pilot.

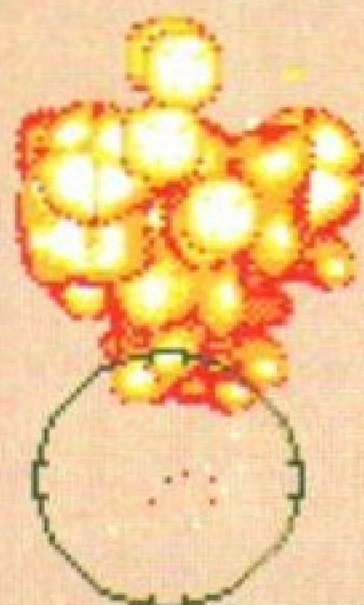
well presented, with smart graphics, and dandy kabooms and 'Return to base' sound effects. When used with an A1200 or A4000, it recognises the AGA chips and automatically enhances both the graphics and sound by some four times.

The scrolling is super-smooth and the chopper easy to manoeuvre; and when you are spinning the chopper around, the scenery rotates in such a way that you still feel in control, unlike with *Firehawk* where you seemed to spin wildly.

Out-and-out blasting

Yes, there are many shoot-em-ups out there. And *Seek and Destroy* is by no means an original example of the genre, but in successfully combining elements of the best Vision have come up with a winner. If one were to be unkind, one might suggest that it's *Desert Strike* without the drama. But as an out-and-out blast-em affair, it's up there with best of them.

Stephen Bradley



SEEK AND DESTROY



PROGRAMMERS
Paul Andrews and Rodney Smith

PUBLISHER
Vision/Mindscape

PRICE
TBA

RELEASED
TBA

GRAPHICS



Excellent, particularly when used with an AGA machine. Even tiny soldiers look good.

SOUND



Rather too convincing at times, in both the use of speech and bomb blasts.

ADDICTION



Maybe it's a bit too tough to get in to, but once you do it'll keep you interested for ages.

PLAYABILITY



Shoot them up, and spit them out, unless they manage to do it to you first!

VERDICT

" A super-fast, super-smooth, super-scrolling shoot-em-up which should keep your finger on the trigger for a long time. "

85%


The planet Feminion is dominated by a breed of ruthless and resourceful women. Do not take their threats to your macho pride lightly.


Danny and Junior – heroes of the original *Body Blows* – slug it out again in a contest to prove who's the toughest in the galaxy.

BODY BLOWS GALACTIC

Fighting's no fun any more. Just because you're the world champ you get every no-hoper in the world trying to have a go at you. It's just such a pity they're no match for a well-placed uppercut, a strategic knee jab or the lightning bolt from your ironbar fingers. Time to go elsewhere for some action.

Body Blows Galactic finds you following in the footsteps of Danny and Junior (the heroes of the original *Body Blows*) as they explore other planets in search of head-cracking inspiration.

They stumble across the warlike inhabitants of Gellorn-5, Miasma, Feminion and Eclipse and decide to challenge them all to a beat-em-up contest where the victor will be crowned Galactic Champion.

Show off those skills

You and up to eight pals can choose to play one of 12 extra-terrestrial characters with an astonishing variety of fighting skills and special moves. The action takes place over the five different planets of the competition's hosts and there are three difficulty levels to choose from. It all sounds remarkably similar to the original *Body Blows*. True, you get to choose a few more characters and feast your eyes on some different backgrounds, but the basic concept remains unchanged.


Tekno delivers an energy-zapping high kick to his cyborg opponent, Lazer.

Like any beat-em-up, this game is all about smacking your opponents all over the shop until they finally crumple into a defeated pile. This proves easy enough against human opponents, but not so easy against the Amiga-controlled baddies.

The main problem lies with the sluggish joystick controls. You find yourself waggling like crazy to get some kind of reaction out of your hero only to see him constantly bouncing his dented head against the pavement. Naturally, your Amiga manages to pull the required stunts with breathtaking ease while you just stand there grimacing and doing an occasional backflip.


Inferno sends Warra reeling after a brutal Flying Flame attack.

OK, it's not really that bad, but it does get very frustrating when you keep being beaten again and again through no discernible fault of your own. Having 21 different joystick manoeuvres to remember really doesn't help any, either.

Beat those body baddies

The gameplay really is much better in two-player or Tournament mode when you stand a far better chance of actually putting one over on your opponents. It's a great feeling being the toughest new kid on the block and it's better than trying the handles on parked cars for an evening.

With both standard Amiga and AGA versions available, *Body Blows Galactic* is a worthy successor to the original. This certainly won't be the best or most expensive beat-em-up you'll play this Xmas, but it comes pretty close.

Rob Mead


Junior, who is named after one of *Body Blows'* programmers, uses a powerful fireball called The Fists of Fury.


Gellorn-5 inhabitant Dino has an unusual move. He attacks opponents by slinging his piggy-backing friend into the fray.


Also from Gellorn, Dragon has a spine-chilling roar and a bouncing-bomb attack named the Dambuster.


Inferno proves deadly in combat when he uses a burning catherine wheel move called the Heatseeker.


Earthling Danny is a tough fighter. Watch out for his Inner Energy Bolt which sends a ball of venom crashing into your gizzard.


Feminion's second female, Kai-Ti has wicked ways, especially when she disarms opponents with a meditative Finger Press.


Lazer fights like a man possessed, unleashing nasty Laser Beams at any enemy who dares to get in his way.

BODY BLOWS GALACTIC



PROGRAMMERS
Team 17 in-house

PUBLISHER
Team 17 0924 291867

PRICE
Standard £26.99 AGA £29.99

RELEASED
Out now

GRAPHICS
Large, well-animated sprites and sexy backgrounds make this a great game to gawp at.

SOUND
Bone-splintering sound effects and speech samples elevate this game above the average.

ADDICTION
It'll keep you going all through Christmas, but you'll be pig sick of it by New Year.

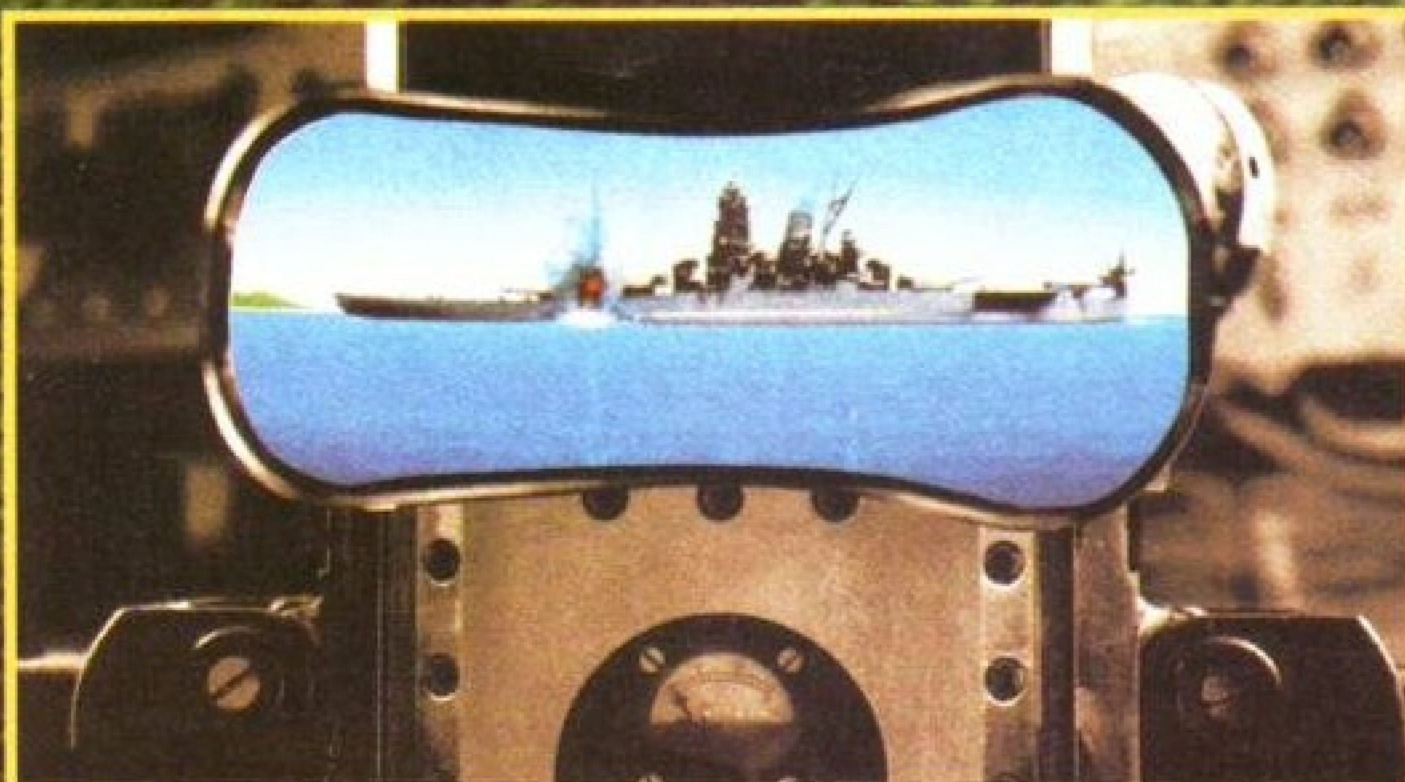
PLAYABILITY
Iffy joystick controls makes this a tricky proposition. Two-player or Tournament mode is best.

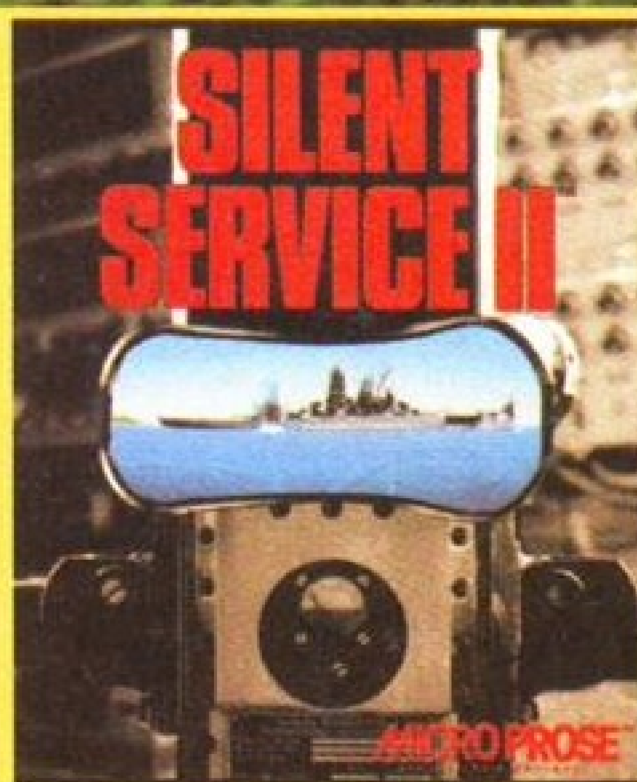
VERDICT

“ *Galactic* is better than the original, but it suffers from dodgy joystick controls and is trembling in the long shadow cast by the upcoming *Elfmania*. ”

88%

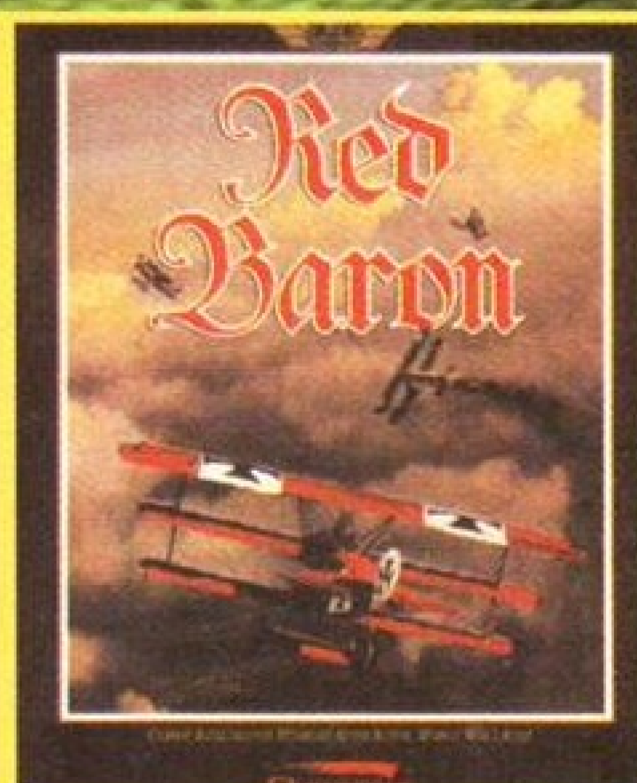




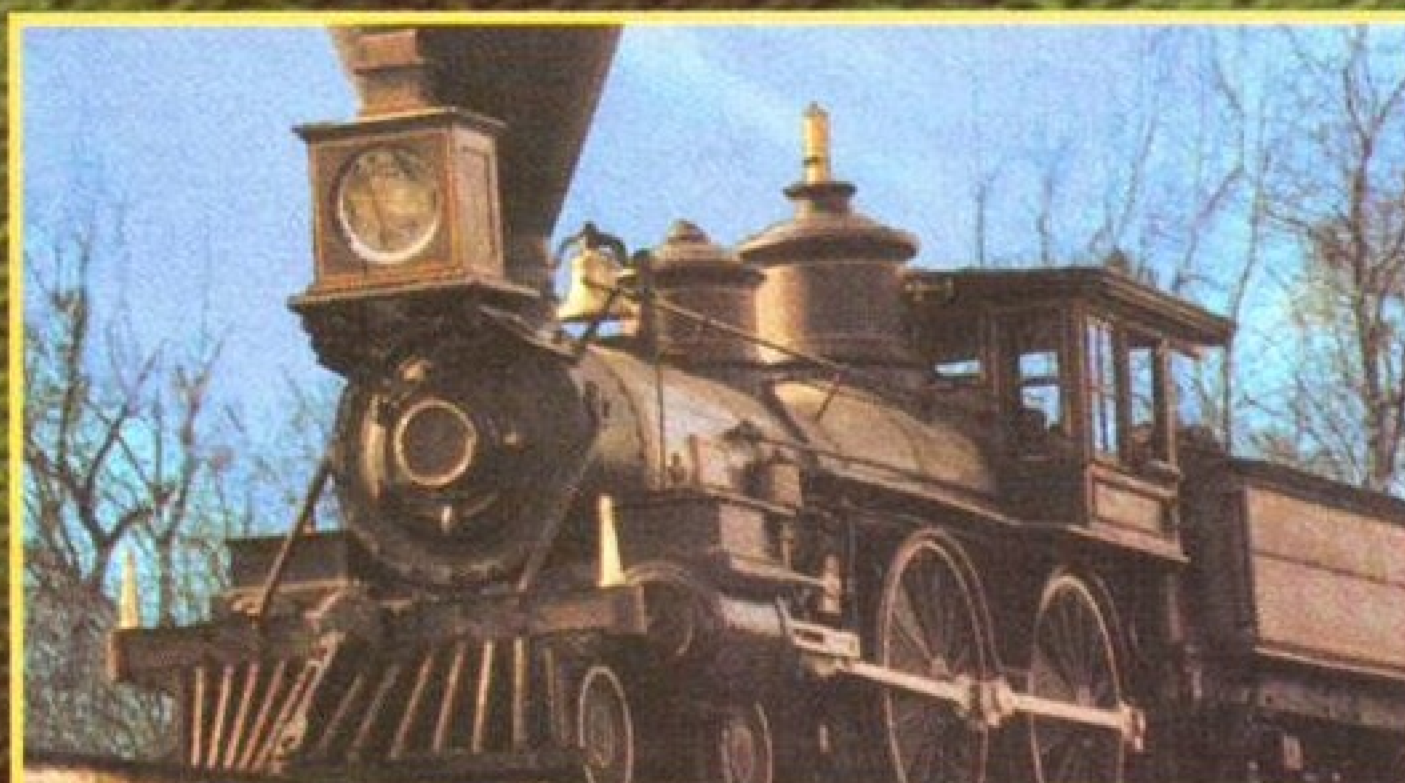


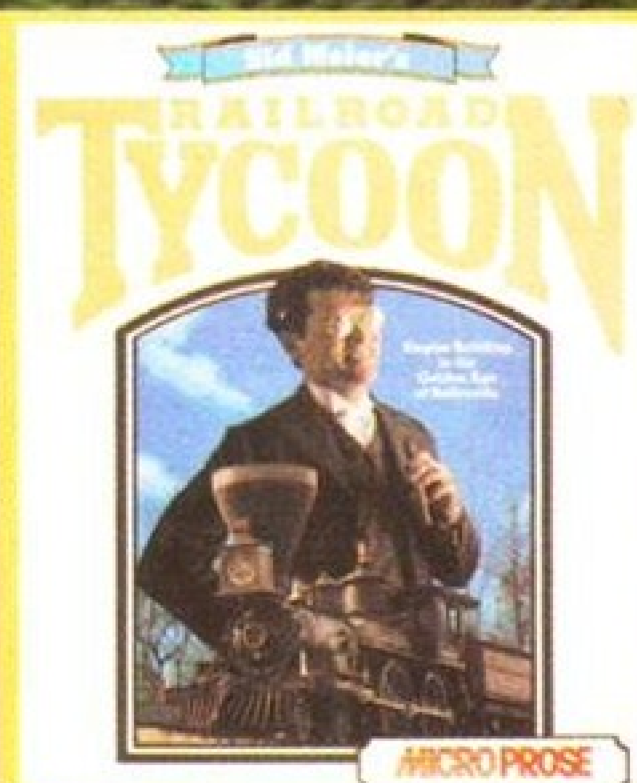
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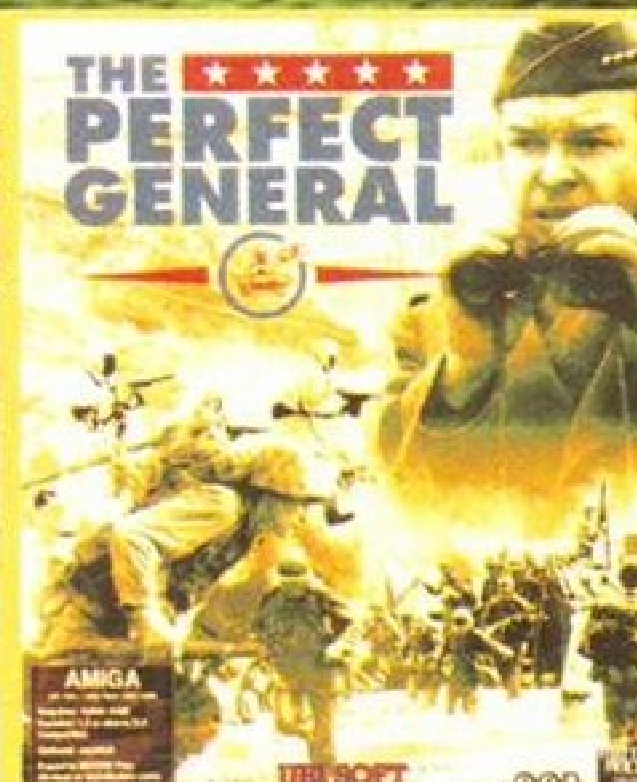
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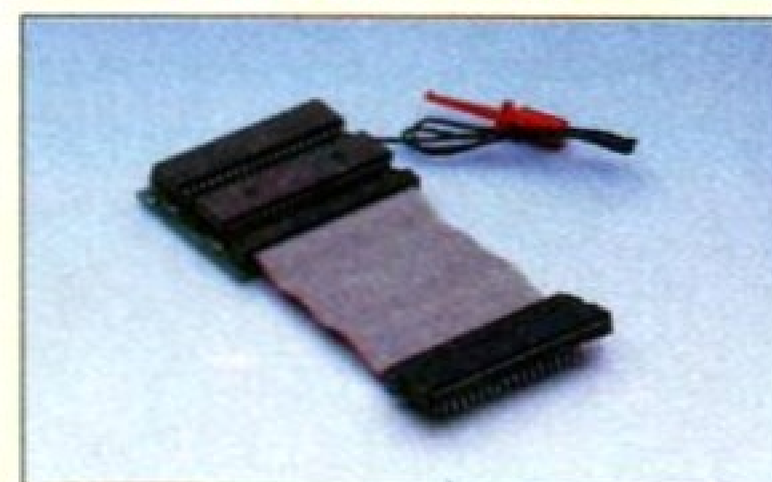
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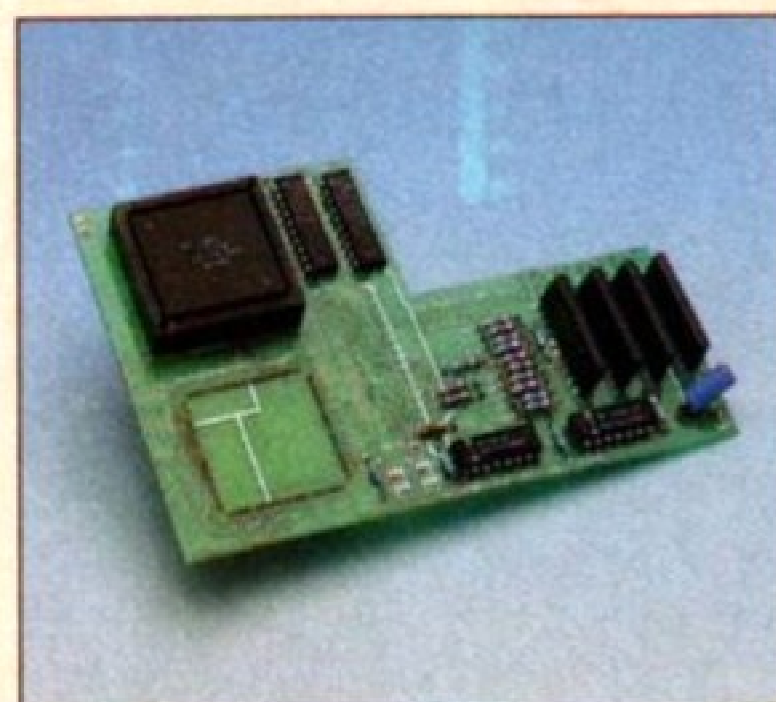
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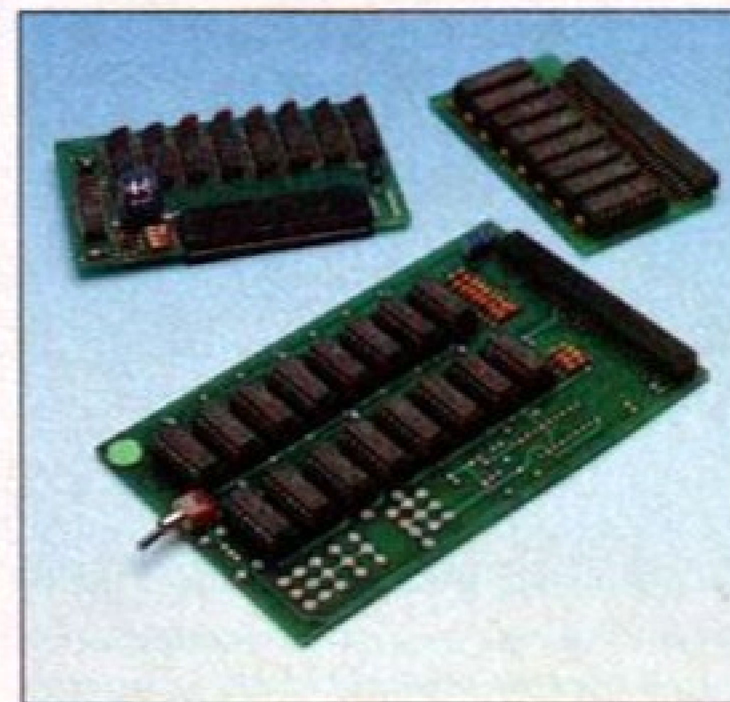




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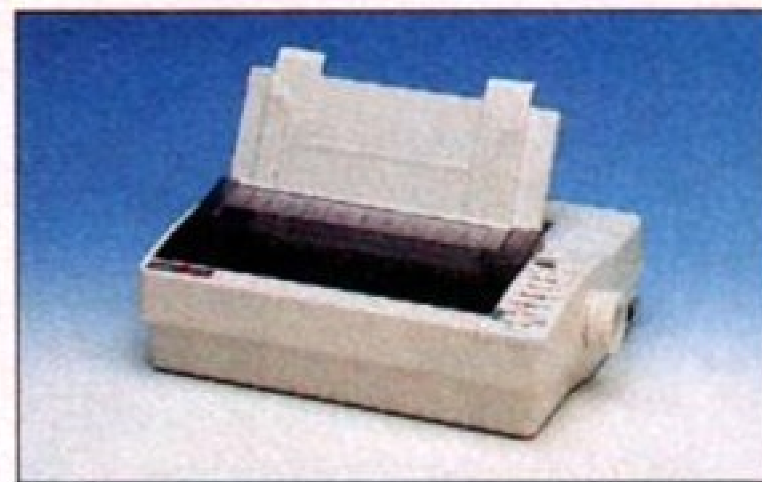
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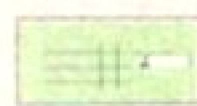
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ZOOL CD32

Programmers: Gremlin in-house ■ Publisher: Gremlin 0742 753423 ■ Price: £25.99 ■ Release: out now ■ *AF* Rating: FG93%

From the breathtaking 3D intro the end of World Seven, you know you're playing one heck of a game. *Zool* is very fast, very furious and filled with all kinds of psychedelic obstacles and baddies for you to overcome.

Widely touted as a console-beater when first released, the triumphant arrival of *Zool* on the CD32 should help establish the machine as a viable game-playing format and consign pretenders like the lacklustre *Oscar* to the bargain bins of history.



Zool, Ninja of the Nth Dimension, comes crash-landing onto CD32 with the help of some souped-up graphics and a funky soundtrack.

The aim of the game is to get the "Protector of Creative Thought and Defender of Positive Action" through seven themed worlds – Sweet, Music, Fruit, Tool, Toy, Funfair and Shoot-em-up – collecting bonuses and zapping a motley collection of baddies as you go.

Zool CD32 plays like an absolute dream. You're hooked within the first couple of minutes of play as the scorchingly fast Ninja leaps from platform to platform. There are lots of great touches – like the ability to cling to the side of objects – and his spinning bamboo attack puts even the toughest baddies in their place.

As well as (obviously!) including the enhanced graphics and sound effects of the AGA version, Gremlin have also added some marvellous 3D animated sequences and a selection of – hey! – real music for you to blast through your stereo. All in all, *Zool* is an incredibly slick, day-glo platformer with a real sense of character. You're hooked into his technicolour world right from the word go and it's almost impossible to put the controller down. The pace is frenetic and you can make Zool move even faster by toggling the Intertia and Speed settings on the Options screen. There are three difficulty levels too.



Welcome to Sweet World, home of the ferocious jelly and the hard-boiled bee. Collect the goodies for 100 points apiece. Keep an eye out for the flying hearts, too – they give you more energy.

Controlling Zool is simplicity itself. Press the Red button on the joypad to make him jump, the Green button to fire and both together for a baddie-beating leap. The D-pad is used for Zool's eight other gravity-defying moves.

No game is perfect, though, and *Zool* has more than its fair share of faults. For one thing, the backgrounds are so overwhelmingly colourful at times that it's hard to tell what's in the foreground. This means you end up being clobbered by baddies you thought were part of the scenery and the sight of Zool pirouetting madly from platform to platform against such a distracting backdrop can actually make you feel quite ill. I also hate the way baddies keep coming back to haunt you no matter how many times you kill them.


"Ooh look, he's waving." These were the final words of Alfred J Prufrock before Zool unleashed a killer Ninja kick at his head.

However, these are minor niggles in an otherwise cracking platform game. Rush out and get yourself a copy today.

Rob Mead

SLEEPWALKER CD32

Programmers: CTA Developments ■ Publisher: Ocean 061-832 6633 ■ Price: £25.99 ■ Release: out now ■ *AF* Rating: 83%

Comic Relief's all over now, so you forget about being charitable. The question is: can *Sleepwalker CD32* stand up to close inspection, now the hype is all over?

You play a cutely animated dog called Ralph in a platforming adventure centred around your sleepwalking master, Lee. The aim of the game is for you to safely guide Lee through the hazardous streets of Kipsville and get him safely back to bed.

The first thing you realise is that Ocean have done this on the cheap. The plastic CD box doesn't have any special artwork or information on it and you get a copy of the standard Amiga manual with a slip of paper showing you which keys to press on the CD32's controller. Tut, tut.

Sleepwalker also loses points for being almost unbearably frustrating.


Oh dear! Ralph falls victim to Kipsville's over-zealous dog-catcher. Looks like Lee's going to be waking up sooner than you thought.

You think you've got little Lee into the perfect spot for a good kick up the side of a building when he trundles off and spoils your plans.



Ralph tries to stop the somnambulistic Lee from taking a tumble off a very high building. Good job you're here to help out.

However with six massive levels, stacks of puzzles, bonus sections and some genuinely funny moments, *Sleepwalker* turns into an addictive and absorbing platformer. This CD32 version has all the gorgeous graphics, sound samples and animations of the AGA incarnation as well as some very Christmassy music. It's a shame Ocean haven't included extra levels or animations (though there is a rolling *Inferno* demo) but this is still a brilliant game to get for CD32, despite the cheapskate packaging.



Rob Mead

DINOSAUR DETECTIVE AGENCY

Programmers: In-house ■ Publisher: Alternative 0977 797777
Price: £16.99 ■ Release: out now ■ *AF* Rating: 38%

A timely release or a cynical cash-in on the fashion for all things Jurassic? It doesn't matter, really, because this game is complete and utter tosh.

Dinosaur Detective Agency is a cutesy platform game starring Sherlock Ness – the dino detective of the title. You have to help him traverse four different worlds in search of the clues which can help him solve the different cases his pals have reported to him.

Naturally, there are plenty of bonuses and nasties hanging around each level to help or hinder your progress. At the end of each level you also have to use your trusty camera to take a picture – in a Golden Shot kind of way – of the baddie who caused your pals such grief.

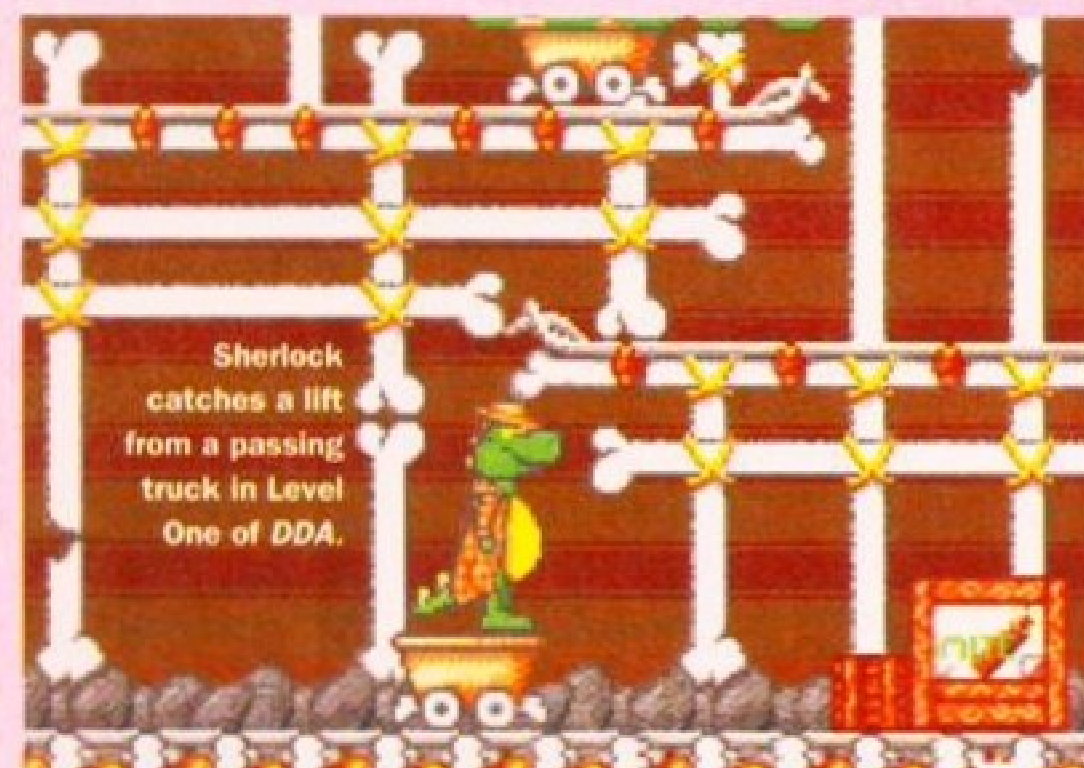
Sadly the only crime committed here is of extremely dodgy graphics and flaky gameplay – Sherlock's leaping ability is especially suspect and you waste a lot of time, lives and hair trying to get him from one platform to another.

At £16.99, it's not cheap either, so give *DDA* a miss and flick elastic bands at your kid brother instead.

Rob Mead



Of all the detective agencies in all the world, why did this creep walk into mine? He knew we were both victims of a sad movie cash-in.



Sherlock catches a lift from a passing truck in Level One of *DDA*.

GRAHAM GOOCH'S SECOND INNINGS

Programmers: In-house ■ Publisher: Audiogenic 081-424 2244
Price: £17.99 ■ Release: out now ■ *AF* Rating 80%

When *Graham Gooch's World Class Cricket* arrived in the office it was met with the odd suspicious glance. Cricket and Amigas tend to make uneasy bedfellows, the intracacies of the game being difficult to portray successfully.

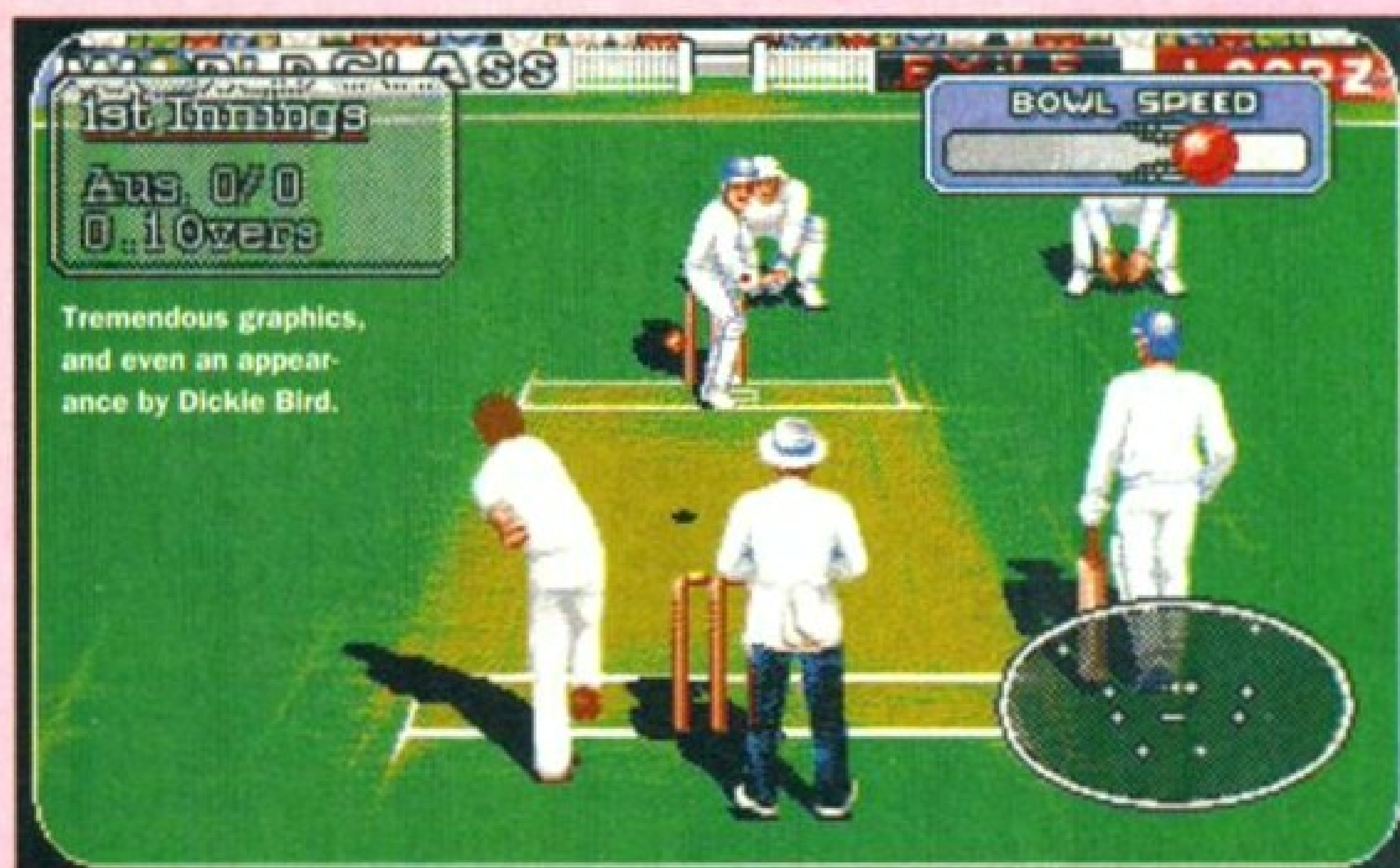
But Audiogenic did a magnificent job combining great graphics and sound with convincing and realistic gameplay. It was by no means perfect, but good enough for me and a mate to play through the first half of the FA Cup Final.

You couldn't bowl a googly, but spin, swing and fast balls were all weapons in the armoury for budding Wasims, Warnes or, erm, Pringles. Unfortunately, you have to spank the monkey out of your joystick to get the ball to go at Wasim speed.

And now Audiogenic have released *Graham Gooch's Second Innings*, an add-on to the original game with a whole host of extra features. The computer batsmen are improved, all 18 county squads are included and there are five historic matches to watch including 'Botham's Test' from1981.

You must have the original game to use *Second Innings*, and the total cost for both is a fulsome £48. The game has been improved and it is a worthy addition to a good cricket sim but I would have liked to have seen the price nearer a tenner.

Steve Bradley



Tremendous graphics, and even an appearance by Dickie Bird.

BILL ELLIOT'S NASCAR CHALLENGE

Programmers: Konami ■ Publisher: Gametek 0753 553445
Price: £14.99 ■ Release: out now ■ *AF* Rating 50%

So what's Nascar then? It stands for National Association for Stock Car Auto Racing and it takes place on short tracks and superspeedways across America. And as luck would have it, our Bill is the fastest driver of them all. He once qualified for a race averaging 212 mph – and that's mighty fast.

The drivers have to be adept at racing on the many types of circuit – on both high-banked oval tracks and on flat road tracks.

There are three cars to choose from (a Ford, a Chevy and a Pontiac) and eight different circuits including one at Darlington. Options are plentiful and they include auto and manual gears, and you can even drive on 'no damage'.

It's a couple of years old this game and it shows. The graphics are fairly basic although the roar of the engine is splendid.

How does it race? Well, just like a lot of other average racing games but I couldn't face the 300 laps of some of the tracks – it gets heavy going. The control works well after a bit of practice but on some circuits it can get a bit tedious because it's so easy. Another rather fiddly option is the car tuning section, where you can tweak the motor for the particular circuit you're about to tackle.

I'll leave you with wonderful quote from the box: "A stock car simulation that turns your disk drive into a pit pass to the most authentic racing environment available". Fine.

Steve Bradley



The racing simulation is gradually seeing a change. Out go the point-of-view perspectives, and in come the overhead views *à la Skidmarks, Micro Machines* and *Overdrive*, Hurrah, say I.

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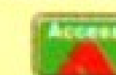
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Stuck on a wall in a cellar is no place for a healthy young pile of pink goo. But in order to become a fully fledged toy, these are the conditions one must overcome. Apparently, my remote controlled car first had to escape from a prisoner of war camp in Vietnam before making it to Toys 'R' Us in Leeds.



"Cakes, drinks, biscuits, chocolates," is a common phrase, and our pink pal's got the lot.



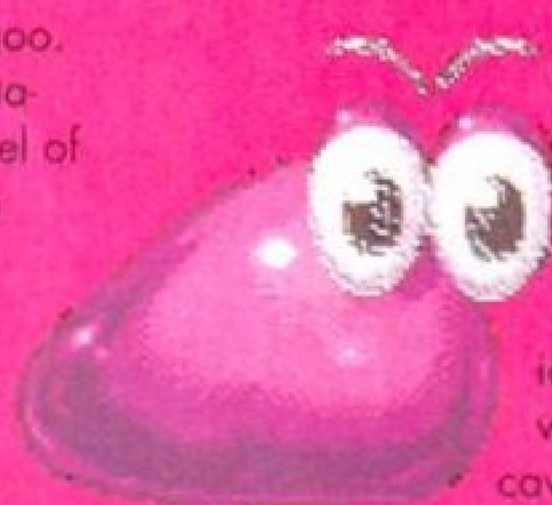
Petrified, Globdule clings to the wall, eyes like saucers, muscles like jelly. Very like, actually. And ears like deelyboppers, poor soul.

GLOBDULE

Pink blob, bulging, white eyes – slithery slither, blobby, gooey, slither. This soft, pink lump goes by the name of Globdule, but his cavernous existence is no life for a vibrant, thrusting young pile of goo. In fact, it's a blob's life in the catacombs and no right-minded barrel of nearly-purple stuff would want to spend the rest of his life there.

But Globdule has ambition. Not for him the mudanity of rock life, eeking out a meagre living selling haberdashery to small insects. Oh no, for this almost-lilac bundle of soggy joy wants to be a toy – a plaything, if you will.

George Michael sang about freedom, and even went to court to try and obtain it. But this would-be small child's pal need only complete a few levels of frenzied platform fun to escape his private hell. Stone free, to do what he please, our vaguely maroon chum would be happy as a lump of Playdoh – especially with a small child rolling him in its hands before putting him through a toy goo mincer. You get the idea. The kid wants outta that cave bad.



But the journey to the toyshop doth not run straight – you have to take a left at the lights and then first exit on the roundabout. There are lands to cross and levels to complete – there usually are in platform romps. What with slippity slippy ice, pools of water and nasties a-plenty to overcome, most toys would give in early on. Who would put money on Stretch Armstrong, Etch-a-Sketch or Bucking Bronco getting out of the castle? Exactly.

Hey, this reasonably mauve little fella is tough to control. He sticks to the walls like glue but fires off at all angles. And he looks permanently nervous in a tears-before-bedtime sort of way. But this only serves to make you more protective of him (for a while). You don't want your blobby sidekick to get spiked, or burned by the fires, or jumped by the mice, birds, bees or fish. And as for the spooks, snails, spiders – well, I don't believe you want to cross them.

Instead, feast on the cakes, fruit and diamonds. Find the keys that unlock the doors to the next level, traverse the forest, swim the depths in your scuba gear and generally do things that you've done before in platform games.

Globdule is fun, if a bit frustrating a times. It's a rather a stop-start affair – just when you're bowling along like a Ringo, you have to pull up and complete a tricky manoeuvre.

The graphics are as cheerful as that woman from *The Big Breakfast*, though not quite as nicely drawn. The sounds are as squidgy as that bloke Princess Di called Squidgy (allegedly) but the music's nowhere near as good as the theme tune to *The Rockford Files* – but there's no shame in that.

Unfortunately, the charge of 30 sovs is somewhat excessive. There are many good games out there at a third of the price of our pink pal.

Stephen Bradley



Globdule looks ridiculously cool in his scuba gear. He learned to dive last year when he was on holiday in Greece. Unfortunately, at no point in the game does the blobmeister get to paraglide, which seems a shame because he perfected that whilst abroad too. And he doesn't even get to drink lager.

GLOBDULE



PROGRAMMERS
Ian Shaw and Stephen Kett

PUBLISHER
Psygnosis 051-709 5755

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£29.99

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GRAPHICS 1 2 3 4 5 6 7 8 9 10
Pretty, cute, well pretty cute but rather less than outstanding. Glob's animation is nice, though.

SOUND 1 2 3 4 5 6 7 8 9 10
A rather nasty tune, intermingled with effective squashy, squidgy noises.

ADDICTION 1 2 3 4 5 6 7 8 9 10
Actually a lot of fun, though whether you'll playing it three weeks later is another matter.

PLAYABILITY 1 2 3 4 5 6 7 8 9 10
Bags of things to collect, loads of levels but Mr Globdule can be difficult to control at times.

VERDICT

"An attractive but unspectacular platformer with plenty of depth levels-wise, but not enough tricks to keep you coming back. A tad expensive at 30 knicker too."

69%

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If you played the demo of *Skidmarks* on *Amiga Format* 51 Coverdisk, you'll know that it's the racingest, chasingest multi-player racing game ever to hit the screen. Vision Software are currently putting the finishing touches to the game, but to keep you occupied until it arrives they've devised this excellent competition.

Just model yourself a car using last month's superb *Imagine* Coverdisk, or any other 3D package if you prefer. And you could win one of 20 fabulous remote control off-road racers. The winning cars could even be included in a future release of *Skidmarks* on CD32.

These cars were provided by Vision Software, authors of *Skidmarks*, and Beatties' Virtual Reality stores, your one-stop shop for all your computer leisure software and hardware requirements.



BUILD A ON TV,* AND

DRIVING FAST CARS, off-road at break neck speeds, crashing and bashing obstacles and opposition out of the way. It's a fine pastime, but it's so difficult to get the opportunity to do it.

One way is to play *Skidmarks*, the outrageously playable racing game from Vision Software. Another way is to go out and buy an ATV (we really like the Renault Racoon concept car, if any of Renault's directors are feeling generous around Christmas) and get off-road for a bit of mud-plugging action.

Both these options are a bit difficult. The first because *Skidmarks* isn't on the shelves yet, but by the time you read this it will only be a few weeks away. The second because All Terrain Vehicles generally cost more than a few weeks' pocket money. In fact they cost more than a couple of years' wages!

The perfect solution is to get your own pocket sized off-road vehicle, a Tamiya radio-controlled scale model. So Vision Software and Beatties' Virtual Reality stores have got together with *Amiga Format* to offer you this exclusive chance to get your hands on one of these extremely fast, fun and desirable motors. If you've already been to a Virtual Reality store, then you'll know that in each shop there's a virtual reality machine which you can get to grips with, plus each of the chain's 10 stores has a huge selection of Amiga software and hardware for sale.

Radio control fever

Back to the cars... The *Amiga Format* office was bitten by radio control fever in mid 1992 when one of the software houses gave us a Ferrari. Unfortunately it was a 1/25 scale radio-controlled car, and even more unfortunately it ended up under the wheels of a passing Allegro.

But it was too late, the team were bitten, and our office next to the car park was ideal. Frank and Marcus would spend every lunchtime in the car park pulling power skids and wheel spins, even Damien (ex-editor – for new readers) would have a quick go and get involved in fits of four-wheel drive fun. Then they moved us up to the second floor and it sadly all went downhill.

Now there's a huge pile of Tamiya cars in our lab, and our thumbs are itching to get on the remote control joysticks again. But this time it's you that could be revving the motor for hours of automotive fun.

What you have to do

To win one of these great cars, what you have to do is to build a car in your favourite 3D program – last month's *Imagine* Coverdisk would be the ideal choice. So if you turn to page 243 of this issue you will find a special *Imagine* tutorial designed specifically to help you model motors in *Imagine*. Once you have designed the vehicle of your dreams, send it as an *Imagine* (or whatever 3D program you use) model, with one or more renders of your car to this address:

Imagine Built My Hotrod!
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Virtual Reality stores stock all the major formats, including Amiga and CD32 software, plus a complete range of machines and peripherals.

VIRTUAL REALITY

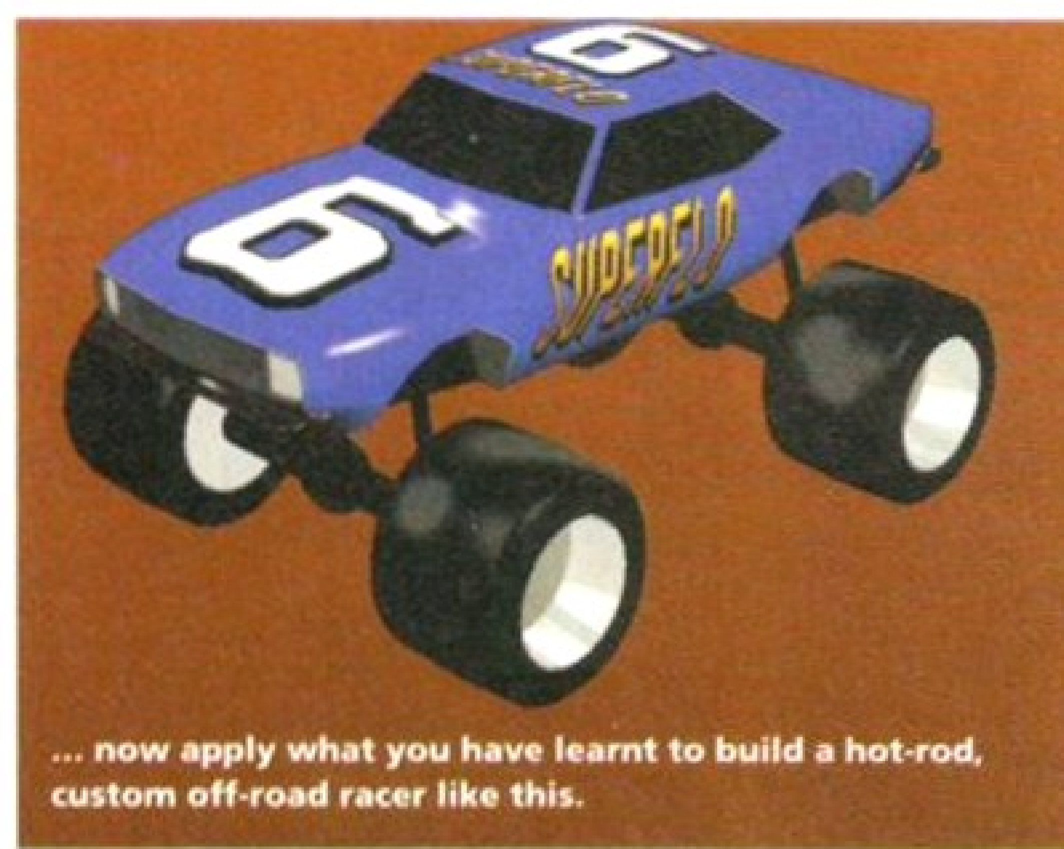
Just about the best place to buy Tamiya models is the Beatties chain of model and toy shops. But did you know they also sell computers, consoles and software?

Well they do!

Beatties opened two pilot shops under the name of Virtual Reality in December of 1991. The first stores, in Leicester and Cardiff, had a real-life Virtuality machine in each shop for customers to try out. The concept proved popular, and VR soon had display machines of the consoles and the Amiga in the store for customers to try out the latest games on. The chain has gone from strength to strength, opening stores nationwide.



Follow the tutorial on page 243 and you'll be able to build a buggy like this...



... now apply what you have learnt to build a hot-rod, custom off-road racer like this.

CAR, SEE IT WIN A CAR!#

*Your own TV, at home, while playing *Skidmarks* CD32. #Not a real car, but a fab radio-controlled one.



You wouldn't catch us taking our Porsches out on a woodland track, no matter how many picturesque pine trees bordered it. Not that we have Porsches of course. No! We'd go down to Beatties and buy ourselves a Tamiya scale model off-road racer. Then we'd go home and play the *Amiga Format* issue 51 Coverdisk demo of *Skidmarks*.

THE COMPETITION RULES (THERE ARE MORE THAN USUAL)

1. No employee of Acid Software, Vision Software, Virtual Reality stores, or Future Publishing may enter.
2. All entries must reach Future Publishing by 28 February 1994.
3. All entries must be on Amiga formatted 3.5-inch floppy disks. Entries must comprise your car as an object and at least one render of your vehicle.
4. All entries become copyright Future Publishing and we reserve the right to use the objects for whatever purposes we see fit. This may include them appearing in future releases of the *Skidmarks* game.
5. The winner will be decided by the judges (The staff of *AF* and Acid Software) after the closing date. Their decision is final.
6. No cash or alternative prizes can be offered.
7. The judges will have the right to decide which variety of prize goes to which winner.
8. There is no eighth rule.

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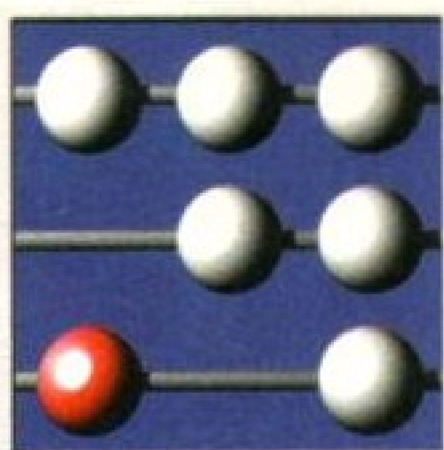
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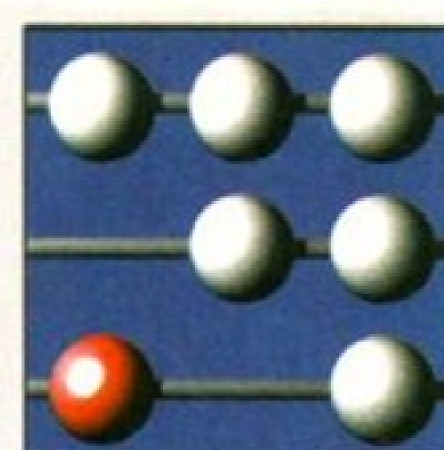
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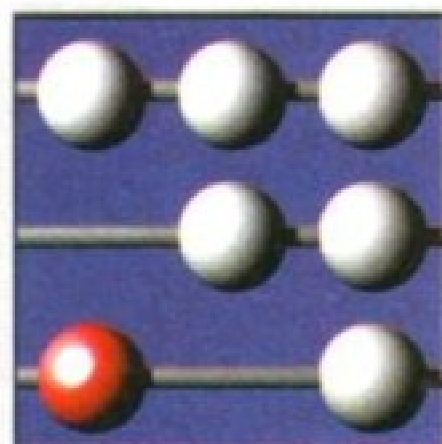
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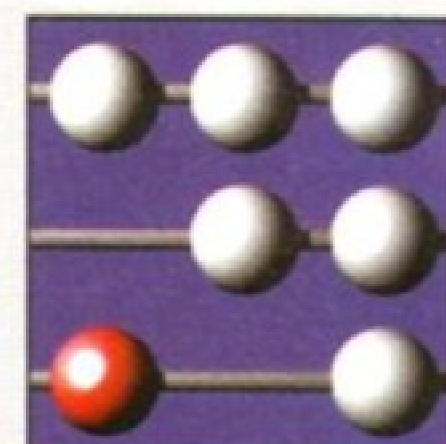
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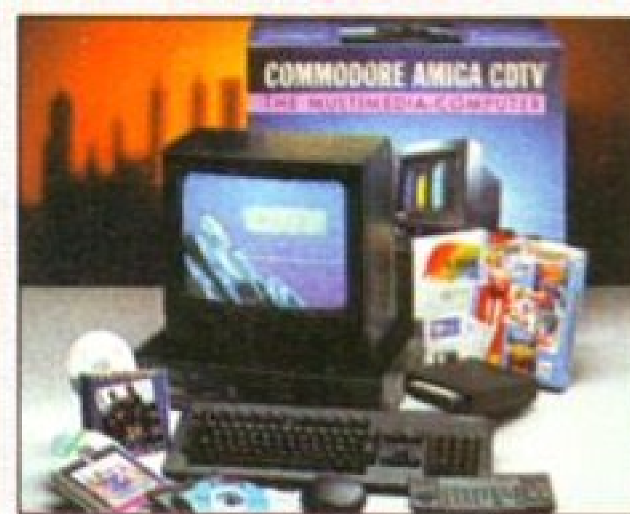
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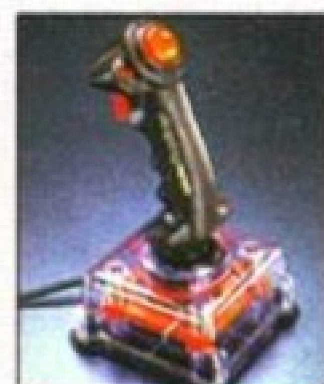
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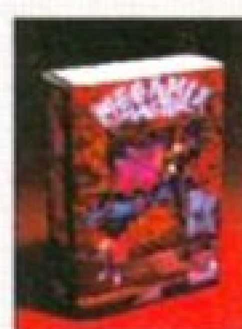

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RE-RELEASES

Steve Bradley's been busy making mince pies and wandering around the office with a sprig of mistletoe and a silly smile, but he's also found time to review this month's re-releases.

CARDIAXX

Team 17 ■ £10.99 ■ Reviewed *AF*31 37%



Cardiaxx is not one of the finest examples of its genre, my advice is to stick with *Project-X*.

The shoot-em-up is one of my favourite genres. In fact, I can't think of anybody in the *AF* office who doesn't like flying high and having a blast. Team 17, nice picture on the box, *Cardiaxx* spelled with two x's, a tablespoon of flour – sounds like the right ingredients for some tremendous fun.

But no. This is not a good shoot-em-up. Can't complain about the sound or graphics – very competent. It's just not a playable game. Every time you touch the joystick the ship veers off across the screen, the baddies hide in difficult-to-get-at pits, and you keep having to turn around and go back on yourself, which is brilliant in *Defender* but doesn't work quite as successfully in *Cardiaxx*.

4/10

NIGHTSHIFT

Kixx ■ £12.99 ■ Reviewed *AF*18 81%



"Right," said Fred. "No, you've got to take first left at the lights, straight across the crossroads and then follow the middle lane as far as it goes and then turn off at junction 32". "Right," said Fred.

Strange idea for a game this. You're on a trial period for a night job at a toy factory. The boss is watching your every move to see if you're good enough for a permanent position. Crikey, Marcus is watching me. Best make it look like I'm working hard. Nose. Grindstone. That's better. Choose to be either Frank or Fiona Fixit and head off to the factory floor where your task is to keep the machinery (known as the beast) running smoothly. Leap around the platforms plugging leaks, switching switches and generally keeping the toys running off the conveyer belt in one piece. After all, who wants to buy Darth Vader with two heads?

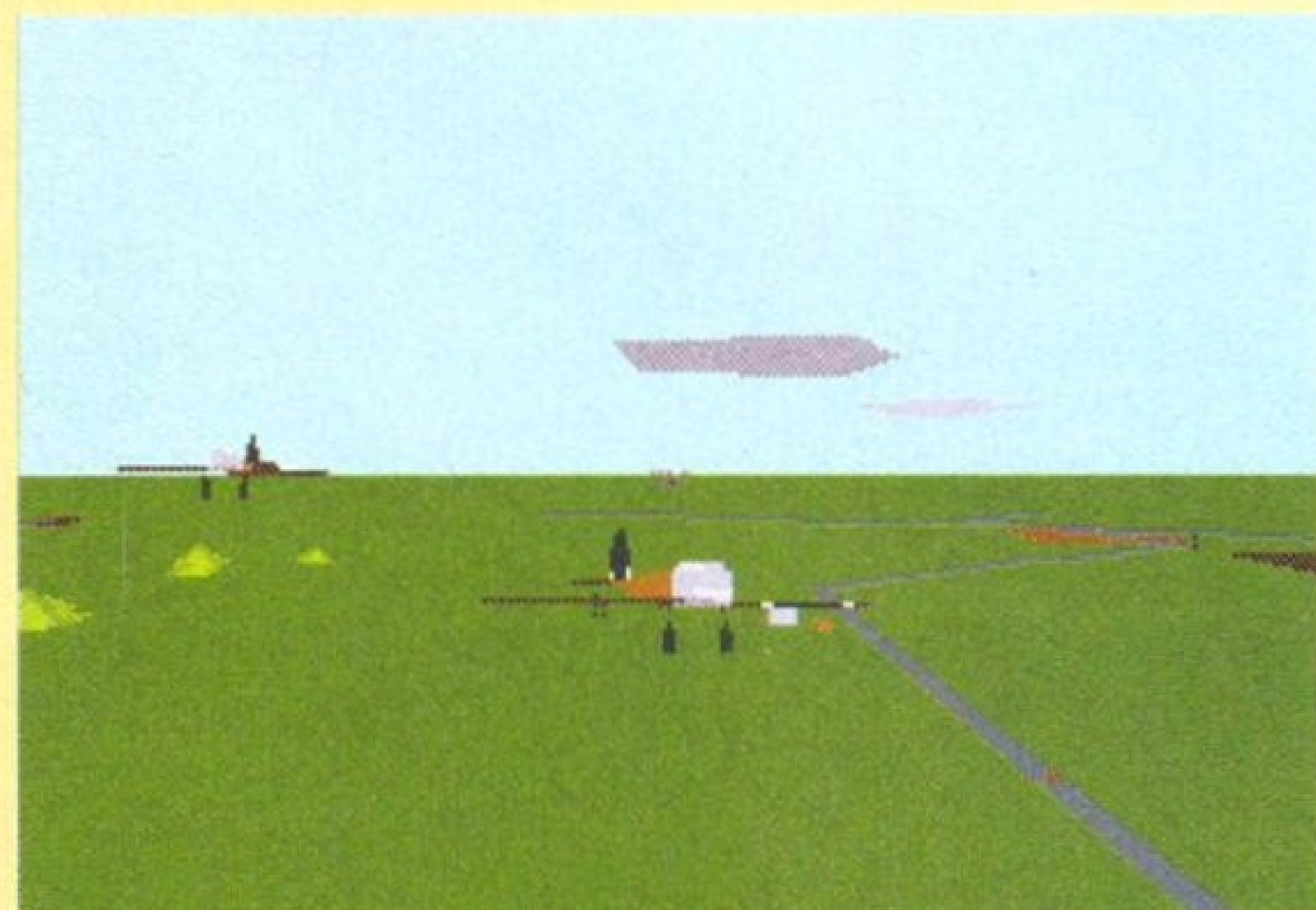
Nightshift is a comical platform puzzler with many surprises. Lemmings, hoovers and many other nasties attempt to sabotage the evening's proceedings and to make matters worse it's against the clock. Great fun and original to boot.

8/10

KNIGHTS OF THE SKY



Kixx XL ■ £12.99 ■ Reviewed *AF*29 88%



Knights of the Sky is one of the finest examples of the flight simulator – please buy a copy.



War, children, is just a shot away, but when you're in the sky, it's usually miles away.

'The young flyer walks out of the barracks. It is early dawn. The sky is beginning to lighten over Hunland. It will be another clear, cold day in Flanders.' I love manuals, me. Engage in head-to-head battles against historical enemies. Use the word Fokker as many time as you like. Planes flew at a decent speed back in the First World War. You could see the enemy – no speed of sound stuff then. And *Knights of the Sky* has a great feel to it. There are hundreds of missions, and at 13 quid, it's a bargain.

9/10

RAILROAD TYCOON

Action Sixteen ■ £16.99 ■ Reviewed *AF22* 92%



I could never quite manage to get the Leeds to Harrogate railway off the ground. Or on the ground.

Empire building in the golden age of the railroads is the name of the game. Build tracks, stations, even whole industries in one of four regions – Eastern and Western USA, Europe and England. Each region has its own economy which has to be studied before you decide where to invest your capital. Stations run on a supply and demand basis and if you're not making any money you won't last long.

If successful, you can then move on to other towns, increasing your rail network, expanding your rolling stock, building bridges and seeing off rivals in fare wars until your empire stretches across the entire game world. *Railroad Tycoon* is not a visual extravaganza, but the gameplay is compelling. Out of my way, I'm off to build a railroad through my Granny's back garden.

9/10

LINKS

Kixx ■ £16.99 ■ Reviewed *AF36* 92%



Links: not a helicopter, or a member of the cat family, but a rather excellent golf game.

Golf is a fine game. Young Jonesy and myself recently pasted our beloved Ed and Frank at the local pitch-and-putt course. Oh what joy. Loading *Links* takes a similar amount of time to a round of pitch-and-putt. It also takes an age to redraw between shots and you need an external floppy drive to load it. A hard drive is what's really needed unless you have the patience of Job.

Gripes aside, *Links* is visually stunning – the golfer sprite looks superb. The gameplay is excellent with detailed information about your shot at your mousetips. The variety of shots can take a while to pick up, unlike *PGA Tour*, but that's all part of part of the charm and the challenge. Eight people can play at one time although there are only three courses (another gripe). So if you've got a hard drive, then this is a great buy. If not, goodbye.

8/10

HOOK

Hit Squad ■ £9.99 ■ Reviewed *AF38* 48%



Rough the pubs round here. Countless times I was accused of being a fairy – what's up with shandy?

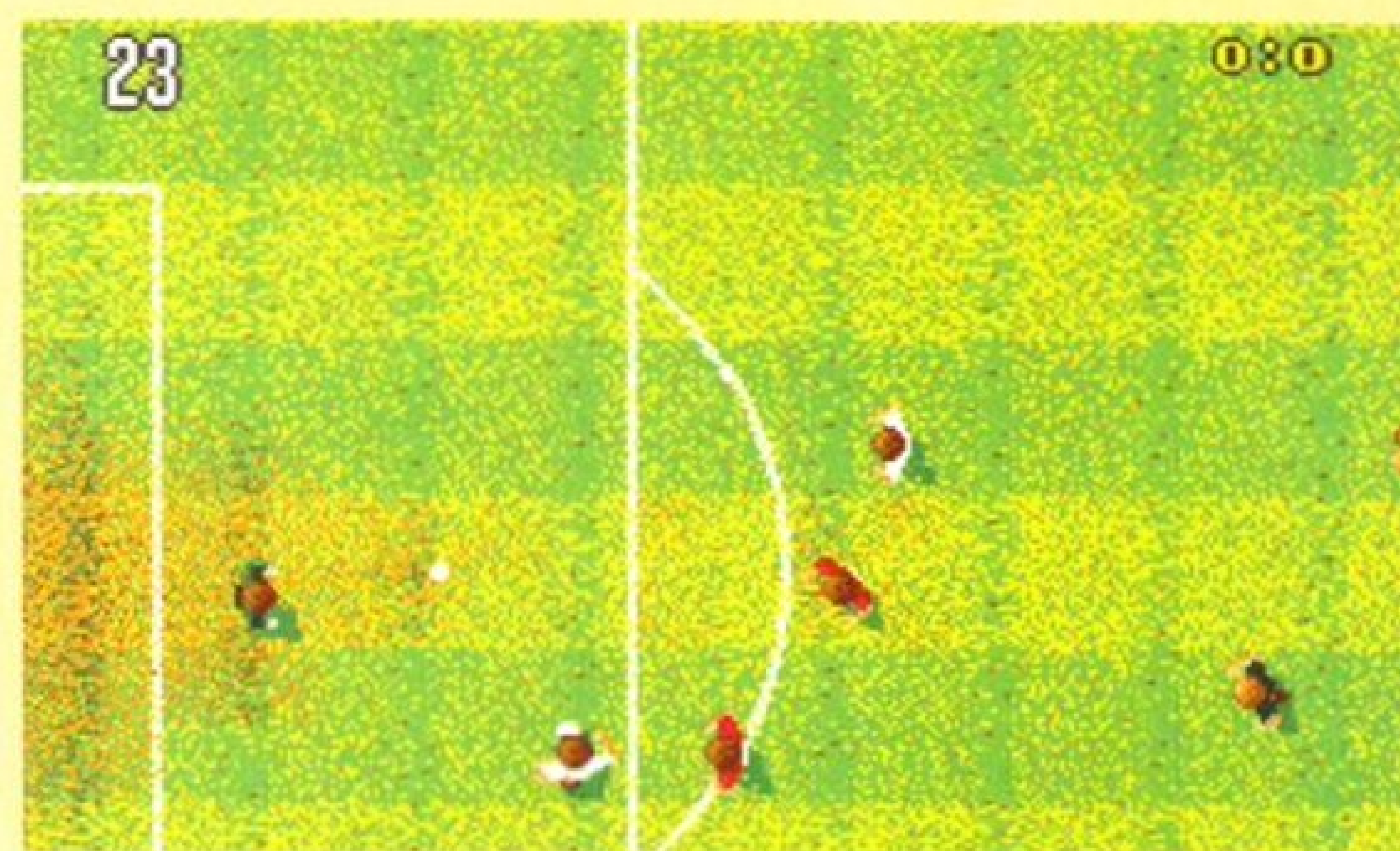
A point-and-click adventure game with two pages of instructions. Now there's a novelty. Hook's a pirate and he's 'borrowed' your children, so you (Peter Bannining, Ne Pan) must get to Neverland (good album that, ha ha, – oh nevermind) in order to rescue them from his evil clutches. So with the help of Tinkerbell you toddle off asking all sorts of pertinent questions around the port and getting insulted by all and sundry for showing such a healthy curiosity – which rather begins to grate after a while.

Hook is slickly presented but it lacks the qualities that made *Monkey Island* (itself a recent budget release) a great game. Graphically it's not as stylish, and it doesn't have the options, depth or humour of it's illustrious counterpart. The character interaction doesn't evolve, it repeats the same messages off pat. Pat who? *Hook* is not bad, but it's nowhere near great.

5/10

GRAHAM TAYLOR'S SOCCER CHALLENGE

Buzz ■ £9.99 ■ Reviewed *AF37* 82%



The lads from Lancashire are putting up a great fight. Burnley under Bradley, what a combination.

The challenge is not to take 'control' of the national team and employ bizarre tactics in Scandinavian countries, but rather to take the helm of a Third Division club and win football matches. Not that Graham's is a hard act to follow, what with him winning fewer trophies than Manchester City. The game is comprehensively packed to the gills with all the usual management options. Enter the transfer market – I hear you can get some nice deals on Leeds players at the moment although, as manager of Burnley, my £14,500 bid for Gary Speed was surprisingly rejected.

Graham Taylor's Soccer Challenge combines slick presentation (which is more than can be said for the real Graham Taylor) with excellent arcade action. You even get match reports on newspaper back pages, and I'm just relieved that the tabloids haven't labelled me 'Turniphead Bradley'.

8/10

DREAMLANDS COMPILATION

Silmarils ■ £29.99 ■ Storm Master (*AF*33 90%) ■ Ishar (*AF*37 76%) ■ Transarctica (*AF*45 60%).



Storm Master **gives you the chance to put the wind up your various opponents in a classy role playing adventure.**



If life in the future is to be lived on trains, then everyone will surely be late for everything they do. Nightmare scenario eh?



Throw in one of the blokes from Right Said Fred, add The Mighty Sword of Dobber, and role play to your heart's content.

STORM MASTER

John Kettley is a weatherman, though unfortunately he has yet to be promoted to *Storm Master*. Countries at war, the discovery of flight, sea monsters, a pinch of salt – sounds like the right ingredients for a strategic affair with the odd bit of arcade action thrown in for good measure. And this looks good as well, with its impressive intro sequence showing the *Storm Master* cooking up some tremendous weather.

You are the leader of the island of Eolia and the object is to win the war, or rather wind the war, by calling up the Storm Master to give you a prevailing wind to help your aircraft on their way. And there's even a most enjoyable dogfight section to tackle when you get over the sea in your plane. Recommended.

TRANSARCTICA

Centuries after a severe Nuclear Winter, the survivors live on large trains. Yes, you read that right. Folk travel around a rail network controlled by the evil Viking Union, trading to make a living. You, as luck would have it are a good guy, out to smash the Viking powerhold. Trade mammoths and slaves, equip your train with weapons and travel the scenic Settle to Carlisle route.

Unfortunately, *Transarctica* is a rather pedestrian affair, and it won't be long before you're back at the BR station taking numbers. But I'll leave you with this cheery Christmas thought – a quote from the press release that accompanies *Transarctica* suggests that it's a 'frighteningly realistic scenario of a possible future for our planet'. Merry Christmas.

ISHAR

Gesundheit. Very funny eh? Anyway, it's on with the role-playing fun. This time the evil happens to be in a place called Kendoria, and you've got to head up to fortress Ishar to kill the bad man. On the way you gather a merry band, pick things up, kill monsters and search for clues. It's a good looking game this, as well as being rather large – 20,000 locations apparently, but don't quote me on that because I only saw 18,762. Pleasing fayre, though some may find it a bit of a plodder. An all round good egg of a compilation (if you like RPGs, of course), although I wouldn't want to spend Christmas Day playing *Transarctica*.

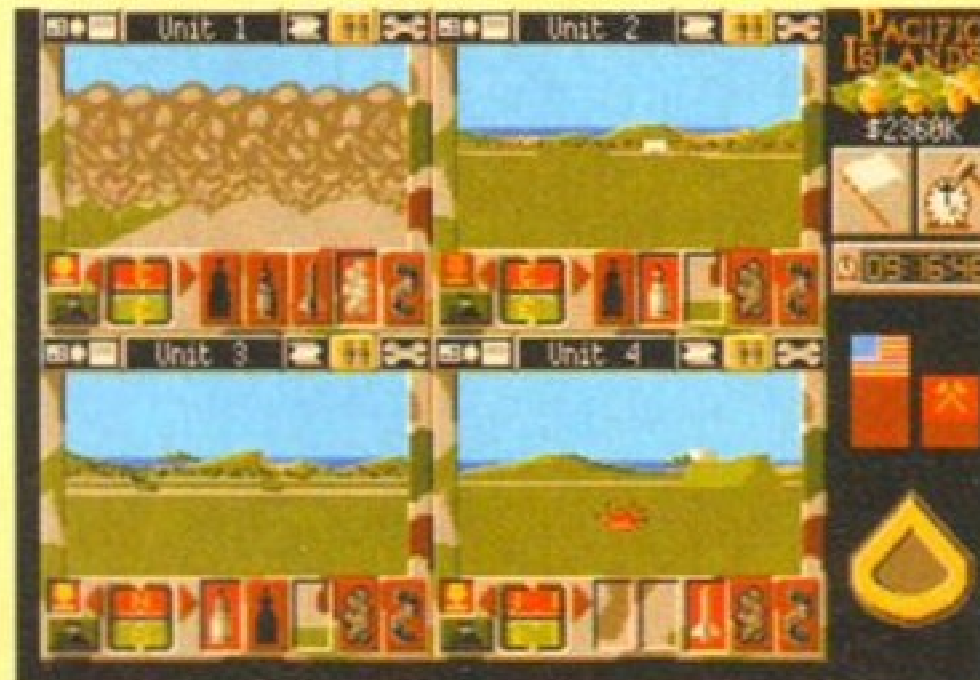
7/10

COMBAT CLASSICS 2

Empire ■ £29.99 ■ F19 Stealth Fighter (*AF*16 91%) ■ Pacific Islands (*AF*35 93%) ■ Silent Service II (*AF*28 82%).



Although it's been three years since it's release, *F-19 Stealth Fighter* remains one of the best flight sims around.



"Peace man", is certainly an under used phrase here. Still, it's fun when you get to drive the VW Camper Van across a trench.



Take on the might of the Japanese navy in this here blockbuster. Forget Pearl Harbour? Forget it. Revenge will be sweet. Nice eh?

F-19 STEALTH FIGHTER

There's lots of war in the *Combat Classics 2* compilation. Aeroplane, tank and submarine warfare is the order of the day and in *F-19 Stealth Fighter* you can gun for glory as a new pilot in and fly through masses of missions as you attempt to get promoted through the ranks.

As luck would have it, the aircraft is so difficult to pick up on radar, the enemy has a heck of a time trying to shoot you down because you are masked in a cloak of radar invisibility. Much of the game is taken up with ensuring that you maintain this advantage by monitoring enemy radar positions. F-19 is a comprehensive flight sim and though not graphically stunning, it's a worthy addition to a combat fan's collection.

PACIFIC ISLANDS

Tanks up next in *Pacific Islands*, the jewel in this compilation pack. More Americans and more war as you battle the North Koreans who have invaded the Yama Yama islands. You can mobilise up to four units in your attempts to drive out the occupying forces. It's a tactical affair, and success depends on your ability to manage all aspects of the campaign.

For example, if you damage civilian villages as you fight it out with the enemy forces, you'll find that your money supply dries up because you lose support for the cause at home. *Pacific Islands* is more a test of tactical and strtegic skill than just a tank battle blast-em-to-kingdom-come job, but it does still involve plenty of shooting action. A most excellent thing it is, too.

SILENT SERVICE II

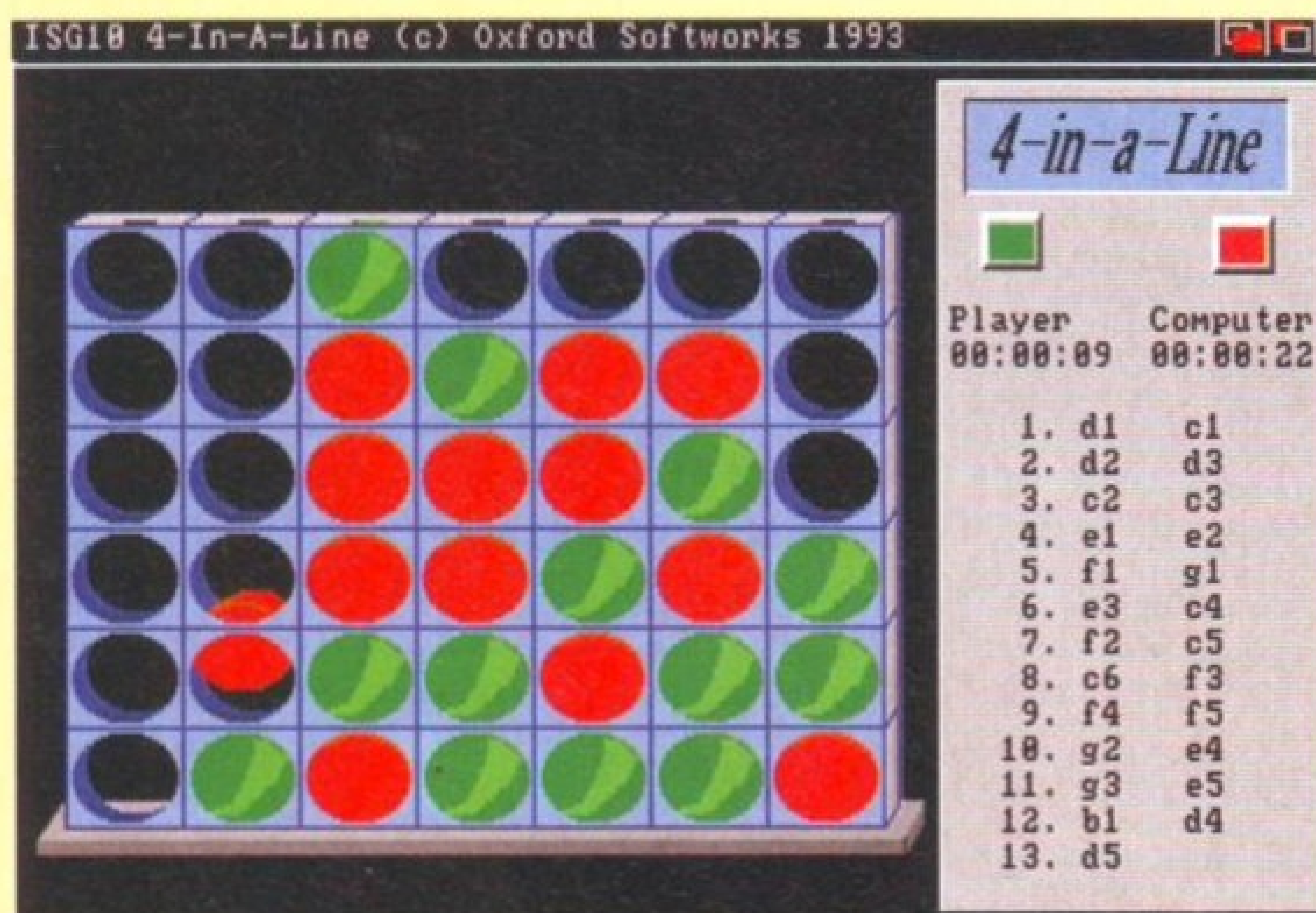
Sneaky business this, sneaking up to ships and torpedoing them out of the water. Ideal for anyone who yearns to be a World War II submariner, *Silent Service II* places you in command of a sub in the Pacific, pitting you against the Japanese.

It's best to start at practice level where you can fire off a few rounds at some defenceless sap before heading off for some serious war. There's loads of detail but the game is surprisingly easy to get in to. Once you've mastered the basics, *Silent Service* can be a tense and atmospheric experience. *Combat Classics 2* is a fine compilation for those with a keen interest in all things warlike.

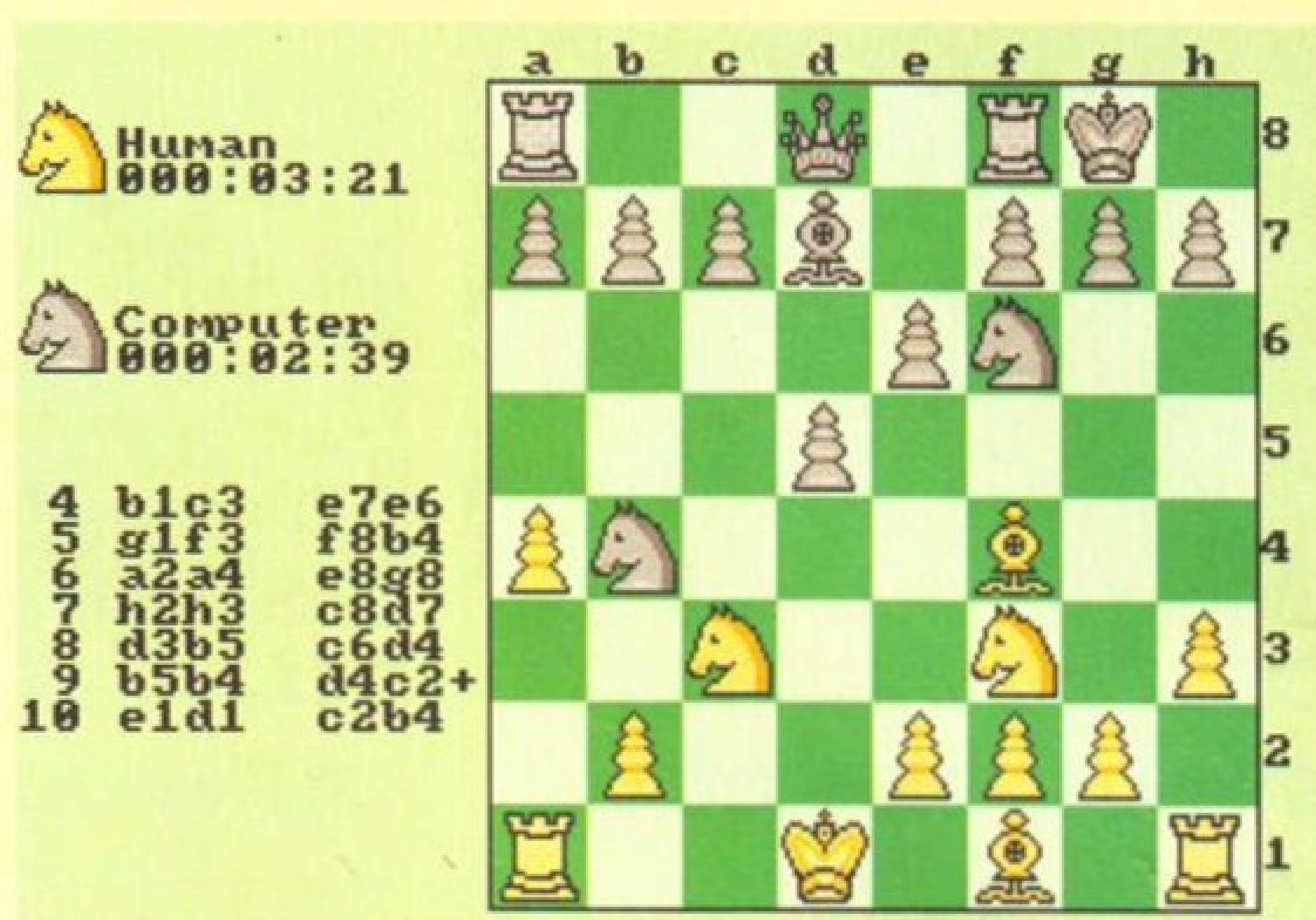
8/10

10 INTELLIGENT STRATEGY GAMES

Oxford Softworks ■ £29.99 ■ Not previously reviewed



Connect four in a line and the victory is yours. Unfortunately I couldn't, and it wasn't.



There is only one Bobby Fischer. And he could have beaten all the pretenders out of sight.

And so it was with eager anticipation that young Nick Witton excitedly ripped open the parcel on Christmas morning.

"But Mum, I wanted that cute platformer with the big guns and little man."

"No son, you're going to learn how to play Chinese Chess today, Bridge tomorrow and Othello by Tuesday week."

Also included in this package is the 'game' of the moment, Chess. Budding Nigel Short's across the country are busy getting up at four in the morning and practising their skills. The once sneered-upon school chess club is now a hive of lunchtime activity. Kids straining in the queue at the door, desperate to become the next Grandmaster. "Bags I Nigel Short," is an oft heard cry at the start of the match. Other favourites include Backgammon, Draughts (also know as Checkers, because the Prime Minister plays it at weekends, apparently) and Bridge. This is a solid enough package, nicely presented and with two-player options. And I still can't win a game of 4-in-a-line. Not that I was really trying of course. Damn.

7/10

BLUE ANGELS FORMATION FLIGHT SIMULATION

Hit Squad ■ £9.99 ■ Not previously reviewed



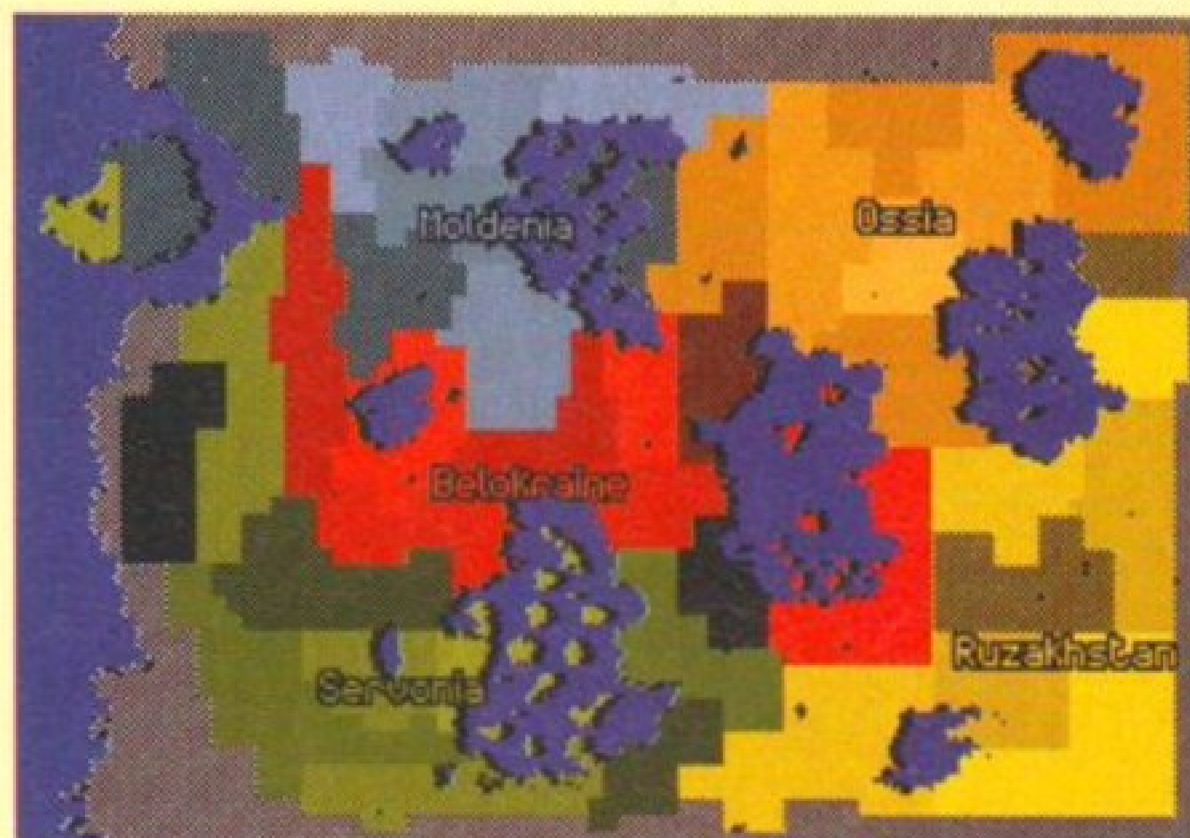
We know them as the Red Devils, they call themselves the Blue Angels.

'Piercing the clouds on a wing and a prayer,' exclaims the box. And I thought technology had moved on a pace. The Blue Angels are a United States naval version of the Red Arrows, but before you get to Farnborough, there are moves to be learned including diamond loops, and all sorts of rolls. So, to master these, you must train in a flight simulator, before you get to use the err, flight simulator. It's not as much fun as *Knights of the Sky*, but for those who liked *Top Gun*, this should be right up your flight path.

7/10

ASHES

Action Sixteen ■ £1.99 ■ Reviewed *AF*37 85%



Another cheery subject for a game, war torn Eastern Europe. Yet few games are brave enough to tackle life at Pontins.

Formerly known as *Ashes of Empire*, the object of this game is to bring peace to the CSR, a fictitious Eastern European superstate on the verge of civil war. Beyond that, the threat of nuclear war looms, so be in no doubt as to the size of your task. Travel the five Republics, gathering supporters as you try to pacify various ethnic groups. There are eight behaviour icons to choose from as you attempt to recruit folk, and each individual requires specific treatment. *Ashes* hasn't got any great depth, but it looks nice and there are loads of characters, landscapes and courses of action to take. Ideal for those future diplomats among you.

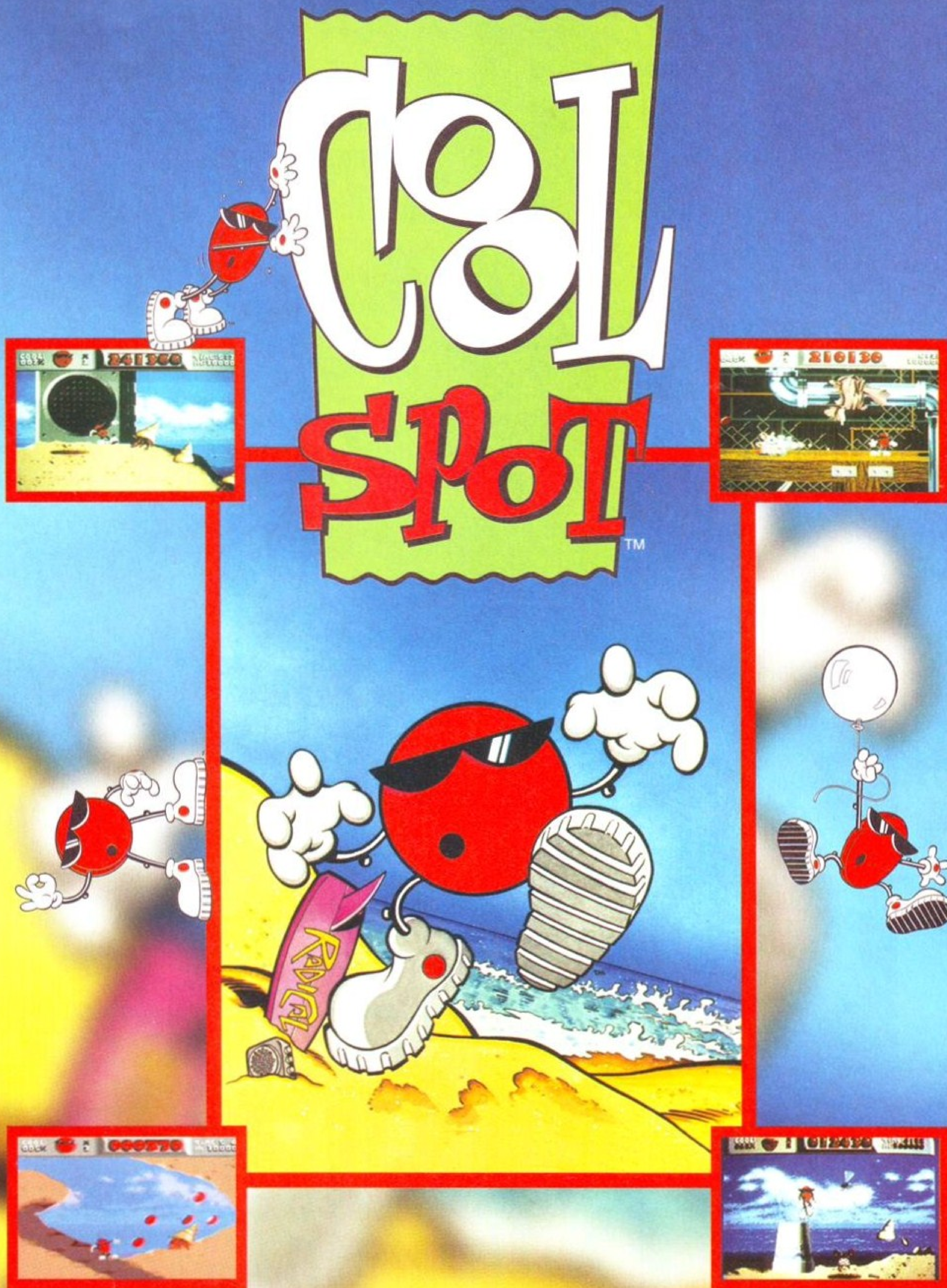
7/10

GALLUP TOP 10 BUDGET SELLERS OF 1993

1. Alien Breed: Special Edition 92 – Team-17
2. First Division Manager – Code Masters
3. Trivial Pursuit – Hit Squad
4. Dizzy: Prince of the Yolkfolk – CodeMasters
5. F-16 Combat Pilot – Action Sixteen
6. Project-X – Team-17
7. James Pond – GBH
8. RBI 2 – Hit Squad
9. Hero Quest – GBH
10. Prince of Persia – Hit Squad

CONTACT NUMBERS

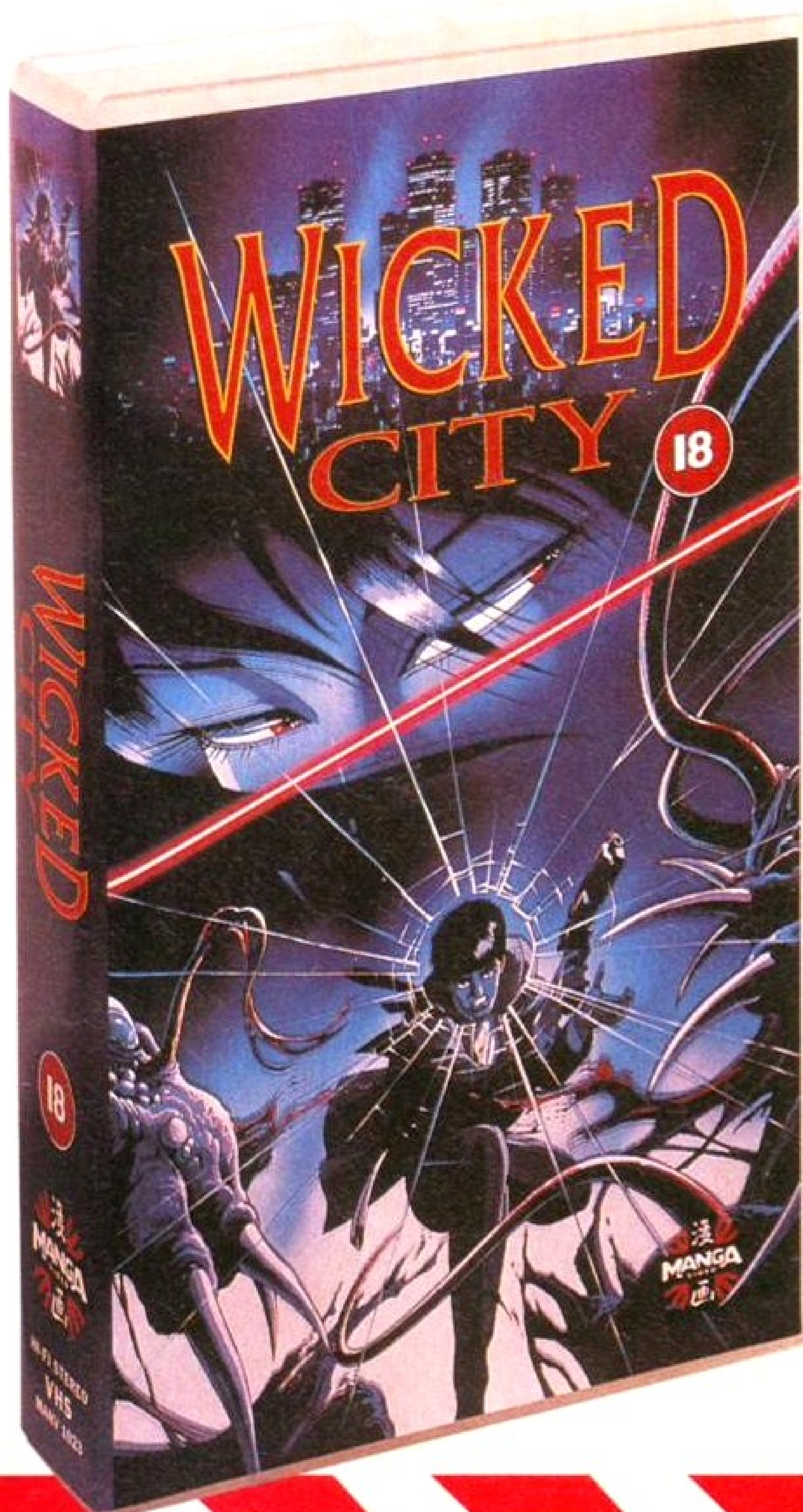
Team 17 0924 201846
Kixx XL 021-625 3311
Hit Squad 061-832 6633
Silmarils 071-328 2762
Empire 081-343 7337
Action Sixteen 0276 684959
Oxford Softworks 099382 3463
Buzz 0709 372290



NO WAY! Your Cool SPOT chums are locked away! YES WAY! You, as Cool SPOT are here to save the day! Quit gawping over the dreamy scenery, the awesome animation and most savoury sound around. Play! Man, this is the hairiest...

Virgin

SALACIOUS SPIDER WOMEN.... LIFE SUCKING HARLOTS.... MUTANT SERPENTS, DESCEND UPON TOKYO





WICKED CITY



As the non-aggression treaty that exists between humans and the world of the demons nears its expiry date, a plague of fiendish terrorists descends upon the city, conspiring to sabotage any new agreement. As the shadows close in, the fate of humanity is in the hands of a group of undercover operatives, known as the Black Guard.



£12.99 SRP

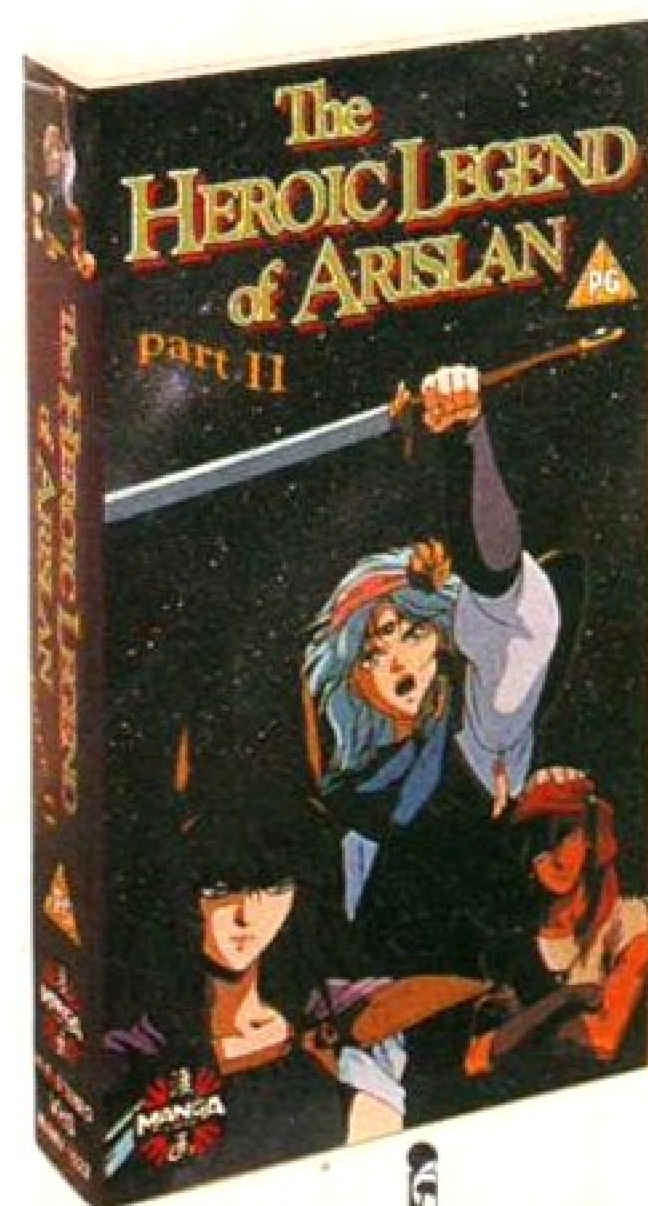
BATTLES, BETRAYAL AND BLOODSHED



THE HEROIC LEGEND OF ARISLAN PART II

Driven out from his homeland of Pulse, by the powerful Lusitanian army, the young prince Arislan is determined to regain his throne. But as events unfold, Arislan is forced to question the legitimacy of his claim to the Pulsean throne. Can there be any truth in the wild claims of Silver Mask?

£10.99 SRP



BOTH AVAILABLE AT VIRGIN, HMV, WH SMITH, OUR PRICE, VIRGIN GAMES, JOHN MENZIES, GAME LTD, FUTURE ZONE, WOOLWORTH, TOWER RECORDS, FORBIDDEN PLANET, BEATTIES OF LONDON, VIRTUAL REALITY AND ALL GOOD VIDEO AND COMIC SHOPS.

ISLAND

A Division of Manga Entertainment Limited. An Island International Company

Tips of the YEAR

1. SENSIBLE SOCCER 92/93

Reviewed *AF42* 80%
Renegade ● 071-481 9214

Recreate the 1966 World Cup between England and Germany by loading up the Custom Teams and selecting the appropriate sides. Opt for a friendly match and you can play the game in vintage black-and-white.

2. STREETFIGHTER 2

Reviewed *AF43* 87%
US Gold ● 021-625 3366

Select a One Player game, then position the cursor over Blanka. Type PATIENCE slowly for infinite energy. Pause during a two player game, type 7KIDS and exit. Both players can now play the same character.

3. PREMIER MANAGER

Reviewed *AF43* 87%
Gremlin ● 0742 753423

Go to the telephone screen and enter 753423 to give the keeper 99 skill points and 000123 to give the midfield 99 skill points. Also try typing in 781560 to receive £20 million and all your players up to full fitness.

4. DESERT STRIKE

Reviewed *AF46* 87%
Electronic Arts ● 0753 549442

Go the Access Code screen and enter TQQQLOM for five lives or BQQQAEZ for ten lives. Now either begin the first mission or go straight to the Access Code screen to skip to other levels.

CAMPAIGN	TITLE	CODE
2	Scud Buster	LQJAQRJ
3	Embassy City	TLJJOAQ
4	Nuclear Storm	JTEKOMK

5. BODY BLOWS

Reviewed *AF46* 87%
Team 17 ● 0924 291867

Go to the Options menu. Push Joystick 1 left and Joystick 2 right and hold for ten seconds to activate the Cheat mode.

6. LEMMINGS 2

Reviewed *AF46* FG94%
Psygnosis ● 051 709 5755

Press Load then Cancel to stop the music, then click on all four corners of the screen in order until you hear "Let's Go!" You can now start on any level with a full 60 Lemmings.

7. CHAMPIONSHIP MANAGER '93

Reviewed *AF48* 82%
Domark ● 081-780 2222

Pick a 4-3-3 formation team then change the players' positions until they look like a 1-4-5 formation and by playing the long ball you should find it a lot easier to win the game.

8. THE CHAOS ENGINE

Reviewed *AF45* FG90%
Renegade ● 071-481 9214

Enter these codes on the Password screen for loads of lives and full power:
World Two – BZPBKC81FH81 World Three – D5FBKRW1FH75
World Four – SDTBK4J2G3GW

9. SLEEPWALKER – COMIC RELIEF

Reviewed *AF44* FG91%
Ocean ● 061-832 6633

Type DINGADINGDANGMYDANGALONGLINGLONG on the title screen. Press <M> for map, <Return> to skip levels and <Tab> to top up the sleep bar.

10. FLASHBACK

Reviewed *AF45* FG93%
US Gold ● 021-625 3366

Here are the codes for every level of the English version:

LEVEL	EASY	NORMAL	HARD
2	SPIN	BURN	YOUR
3	KAVA	EGGS	LINE
4	HIRO	GURT	NEST
5	TEST	CHIP	LISA
6	GOLD	TREE	MARY
7	WALL	BOLD	MICE

GAME BUSTERS

If you can't beat 'em, cheat 'em. And to prove it, here's another super collection of hints, tips, codes and solutions. Amiga gaming will never be the same again!

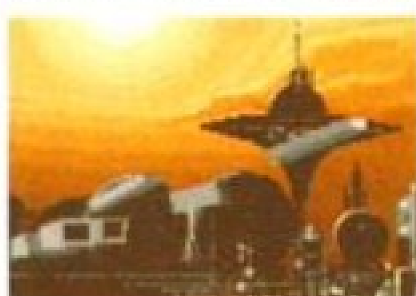
DIGGERS CD32

Reviewed *AF52* FG93%
Millennium ● 0223 844894

Start the game and choose the character you want to be. On the Zone Selection screen (the big map) move the pointer over the word "Fujale" and press the Red Button once. Then do the same on "Chonskee" and "Deena." You should hear the sound of a jewel being found. You can now move to any location on the map including the question marks in the corner.

EPIC

Reviewed *AF37* 34%
Ocean ● 061-832 6633



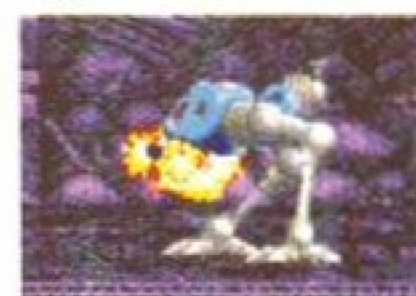
Great graphics , lousy gameplay. Thanks guys.

Press down, right and <Enter> for full energy, shields and weapons.

Aki Haakila, Finland

WALKER

Reviewed *AF46* 81%
Psygnosis ● 051-709 5755



Walker spits fiery death at the puny fools who try him.

When you get to the start of Level Two, don't move at all, but type EAT LEAD FUDDY MUNSTERS for an infinite shield.

Liam Ryan, New Zealand

AMIGANOID

AF52 Coverdisk demo

This is it. Every single level code you could ever want for November issue's excellent *Breakout* clone.

Level	Password	Level	Password	Level	Password
1	AF	10	HOUSE	19	BOUNCE
2	HELLO	11	FUN?	20	FELLOW
3	SIDE	12	ROCKET	21	CBM
4	BLOB	13	ANGLE	22	DISK
5	ACIEED	14	OLLE	23	LABBY
6	CHESS	15	GNU	24	DICE
7	CAR	16	CROSS	25	LAST
8	ARROW	17	HOLE		
9	LUCK	18	CUBE		

Andrew Pinfold, Cannock, Staffordshire

HISTORY LINE 1914-1918

Reviewed *AF43* FG94%
Kompart ● 0727 868005



Here's a complete guide to all the passwords for *History Line*, one of the best battle sims ever.

Level	Password	Level	Password
1	PULSE	14	HOUSE
2	GOOSE	15	SIGMA
3	SPORT	16	SEVEN
4	BIMBO	17	ZOMBI
5	TEMPO	18	MOVES
6	BARON	19	BLADE
7	BUMM	20	ZORRO
8	LEVEL	21	STONE
9	TOXIN	22	MOSEL
10	PRINC	23	ORDER
11	CLEAN	24	SODOM
12	XENON		
13	SIGNS		

Richard Edgar, Halifax

FLASHBACK PART FIVE

Reviewed AF45 FG93%
US Gold ● 021-625 3366

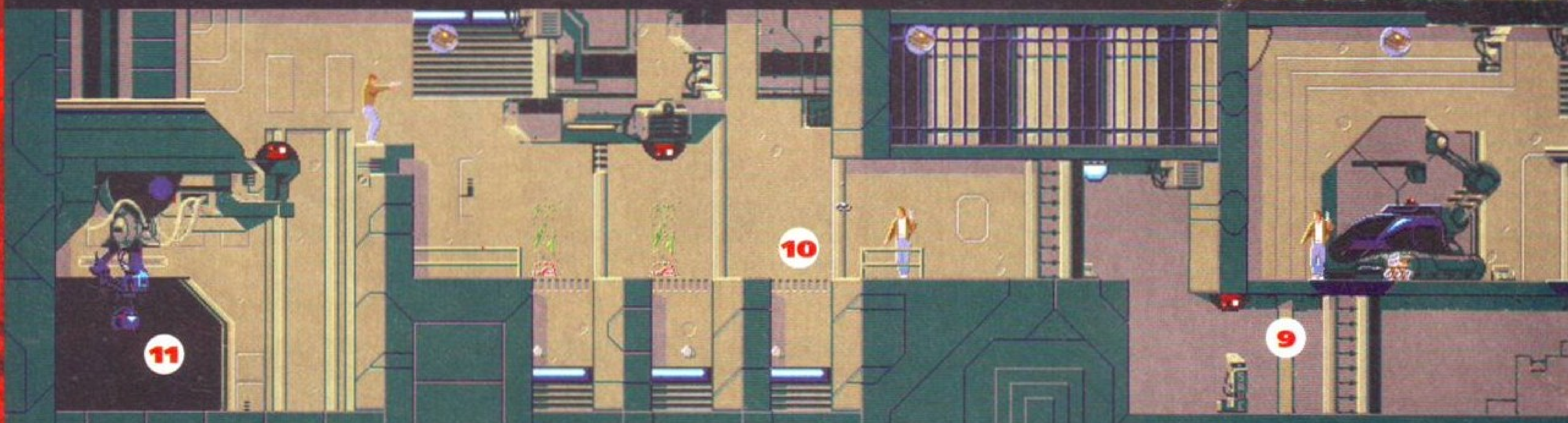
Short and anything but sweet, Flashback's fifth level pits you against terminators, forcefields and the deadly slime creatures. Faint hearts beware!
Code: SPIZ
A Terminator opens the door (1), but you're unable to kill him since you have no gun. Run right and collect the gun (2). Now kill the Terminator and pick up the key. Save game.

Go right and open both doors. Proceed up, watching out for the forcefields all over the place (3), and left. Go down to recharge (4).

Dispose of the lower Terminator and pick up both parts of the Teleport (5). Kill upper Terminator, run and jump to right screen avoiding the forcefields. Open door and throw teleport receiver (6). Teleport here.

Kill floating ball (7) and pick up teleport receiver. Jump down and dispose of slime creature. Go right and kill second slime creature (8). Proceed left. Save game here (9).

Go left and fall into pit (10). Kill the floating ball in the next pit and proceed left. Climb up, then hang from the left and drop down. Enter the teleport beam (11) for the next level.



ISHAR 2: MESSENGERS OF DOOM

Reviewed *AF50* 79%
Daze ● 071-328 2762
Violent streets, dank dungeons and cuddly bears from *Star Wars* are just some of the dangers you face in Part Two of Daze's complete solution.

STAGE TWO: ZACH'S ISLAND

Go right through the town and enter the library at the extreme north-east. Pick up the parchment for a map of Akeer's Island. Kill as many enemies as you possibly can to gain money and experience. Buy arms, helmets, food. Recruit more members for your team if necessary, eat and sleep to recover psychic strength. Then return to the harbour and head for Akeer's Island.

STAGE THREE: AKEER'S ISLAND

Follow the wall on your right and try to keep moving east. Fight with all the skeletons you find. Follow the passage to the south. Pick up the treasure in the cul-de-sac at the southern end and the skull in the cul-de-sac to the east.

Leave the passage again, continue east, then south until you enter a large room. Use the handle on the north wall then go extreme south-east, south and east. Go north and activate the two handles on the right and left walls.

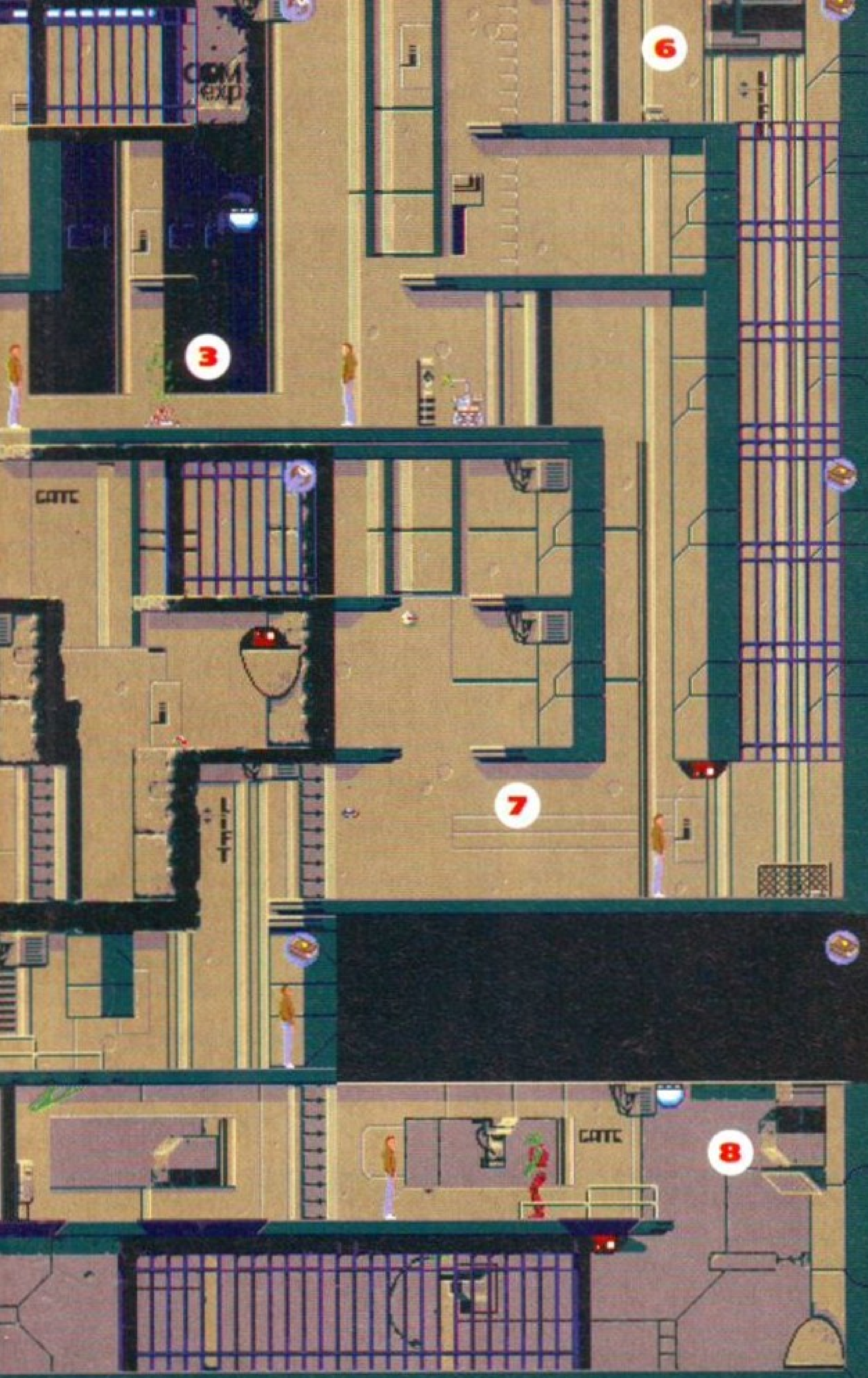
Continue due north into the passage, follow the corridor into the large room. Activate the handle on the wall to the north. Leave the passage again, take the extreme south-east, follow the corridor and pick up a skull in the cul-de-sac. Re-enter the corridor with the handles. Walk round to the west wall. On the other side, enter the room, pick up the treasure, skull and arms. Return to the landing stage and set sail for Zach's Island.

STAGE FOUR: ZACH'S ISLAND

Buy fighting gear, arrows and as much food as possible – you're going to need them! Buy five monk's habits and five fur coats from the clothes shop (near harbour, in a road leading to a little square to the north). Go to the library and examine a parchment on potions. Go to the bank (west of the library) and enter the street containing the guards. Kill all the guards in one go by using arrows and spells. Take the door opposite and pick up 100,000 coins. Deposit 10,000 at the bank on the other side.

Now for some shopping. Go to the extreme south-east of the town and enter the pet shop. Buy a magpie, a monkey, an eagle and a parrot. Then go to the armourer's opposite the pet shop and buy the best arms, helmet and shields you can afford. Go south to the provisions shop and buy five ropes.

Now go west into the shop on the other side of the road. Buy potions for the "Troublesome Priest" (Humbolg) and "Ent Reviver"



B-17 FLYING FORTRESS

Reviewed *AF46* FG91%
MicroProse ● 0454 326532



"Mum, what have I told you about embarrassing me in front of my friends? I don't care if you are auditioning for *The Camomile Lawn.*"

Put your feet up on those daylight raids over Dresden with these gameplaying hints from MicroProse…

● Take some time to observe how the gunners aim for fast-moving fighters. Make regular checks on the outside view to see if your engines are all right. If your co-pilot has been hit, you will not get a warning message.
● Circling Alconbury, use <Shift> <F8> and external views to line up on the field.
● The (Dennis) Norden bomb sight usually gives you the release cue at about four notches of deflection, but there is no substitute for practice.
● Try diving between 350-400mph. This becomes very useful later when one fire extinguisher per engine is not enough.
● Fly over big cities and press <F8> to see the sights.
● When navigating manually, use the rudder to steer the plane from the pilot's instrumental view.
● When making navigation checks, use a combination of the navigator's instrument and external views to orientate the map.
● Keep at least one pilot healthy as the plane can go in a spin if it's in a turn when hit. This gives you time to bail out.
● When you're being attacked use <Z> and <X> to change to a fighter, then <Shift> <F1> to see the battle from the pilot's point of view.
● If you prefer to manually taxi the aircraft, avoid steering on to the grass. Speeds above 30mph will snap the gear. If you make a mess of it, use the keys <Alt> <T> to you get into the air and up with the formation.
● Regularly check that the crew are all OK and that the guns aren't jammed. It's easy to miss the messages in the heat of combat.
● Using the radio operator to send a Mayday message improves your chances of survival when bailing out.
● Fuel leaks can be critical to the success of a mission. If necessary, turn off an engine or two and drop out of the formation to conserve fuel.
● If in doubt, bail out. Landing an engineless, bullet-riddled, flame-scorched B-17 after the completion of a mission is risky and difficult. Bail out over the Channel to ensure mission is a success.
● Remember an engine left to burn is like a bomb waiting to go off.
● Flying at a very low altitude helps avoid flak, but remember to gain height before starting the bombing run.
● Flying manually to the target on a self-determined course helps you avoid enemy fighters and flak. Get the formation to follow your lead, but don't get lost.
● Let the computer-controlled gunners track the targets and then take over for the kill.
● Before landing attempt to heal injured crew or they get hospitalised.
● Having more than one crew member available to perform first aid increases the chances of success.

(Jablou). Go west across three crossroads, then head north, west and take the first east turn. Kill the giant guard. Recover your strength.

Enter the Blue Velvet night-club. You are thrown in prison. Release the magpie through the bars. Pick up the key. Open the cell. Put on the five monk's habits. In the fortress, take the passage (only open between midnight and 4am). Pass the monk. Enter the sacrificial hall. Now get the prison key from the monk's belt and head back up the passage.

Wander around a bit until one of your party notices a draught. Find the draught and you will discover an invisible wall. Step through it to leave the prison. Fight with the guards and return to the harbour. You need at least 10,000 coins and an iron shield to get on the boat. Set sail for Irvan's Island.

STAGE FIVE: IRVAN'S ISLAND

Go extreme east. Follow the east coast. Find a magician. Give him 10,000 coins, and then send out the eagle. Pick up the mountain parchment.

Return extreme west along the coast. Find the standing stones, and continue to the west end. Pick up the relic at the foot of the standing stone. Golem wakes up, kill him – but most spells won't work on him. Turn around and fight second golem. Then return to the harbour. In the direction of the mountains, take the landing stage to the south.

STAGE SIX: JON'S ISLAND

Remove your monk's habits and put on the fur coats. Also attach the ropes to yourself to stop you from falling. Slowly head east following the mountain path. Pick up the cauldron in the snow. Now go back the way in which you came, following the mountain road along the precipice. Go into the mountains and find a rhinoceros, now kill it and take its horn.

Return to the landing stage and get back on the boat. Make a return trip to the town for "repairs" if necessary. Now head to the north-west landing stage on the island.

Leave the harbour and travel east. Follow the coast, then take the passage to the west. Fight with the two giants. Pick up the Living Sword in the mountain hollow and then leave the passage again.

Continue northwards. At the end, find a priest in a cul-de-sac. Prepare the Humbolg potion and give it to the priest. Pick up the tree island of Thorm parchment.

Return to the harbour and head back to Zach's Island for a rest and to buy an iron shield if you don't already have one.

Now set sail for Thorm's Island, then wait four weeks until you find the next part of the solution printed in the next issue of *Amiga Format*.

SYNDICATE

Reviewed *AF49* FG91%
Electronic Arts ● 0753 549442

When fighting hordes of enemy agents on later levels, it's possible to start a chain reaction of death! Simply shoot the first agents who appear, and they drop a time bomb when they are killed. Wait until the next batch of agents arrives and shoot the time bomb. This kills the agents, also causing them to drop their time bombs. Repeat the process until all agents are destroyed.

To get loads of money, first complete a straightforward mission and then, instead of returning to base, wander around and wipe out all the threats – this includes enemy agents, police and guards. Now position your agents in a quiet corner somewhere and leave your Amiga switched on overnight. When you return and direct your agents back to base they are greeted with a massive stack of money, ideal for those expensive three body parts. Using this technique enables you to reduce your tax in unstable territories, ensuring they don't rebel.

Mr Leigh Haynes
Grimsby, South Humberside

EXTREME VIOLENCE

AF Subscribers Disk 3

Type these cheat codes in on the Title screen, then press <Enter>. They affect both players.

CHEAT	EFFECTS
DUNE	Walls = 30. You get a magic laser (goes through walls), speed boots, keep weapons when you die. <Help> = funny map.
TERMINATOR	Walls =10. ECM for both players.
LAWNMOWER	Walls = 30. Bouncy bullets, speed boots, keep weapons. Help = funny map.

TIPS

You can fire all the way along the maze. If you don't fire again until you have hit something, you're given magic bullets so you can pick off unsuspecting enemies using the radar only.

Daniel Thomas, Princes Risboro', Bucks

FIRE AND ICE

Reviewed *AF36* 89%
Renegade ● 071-481 9214

Here are some *Fire and Ice* pokes using Action Replay on an A500 for getting beyond the Jungle.

During the title sequence poke 13EF with: 14 for Fifth World, 18 for Sixth World and 1C for the Final Conflict. Press <Fire> to load game.

When you're playing the game, try the following:
Snow Bombs poke 1EDC3 with FF
Special Weapons poke 1EDC5 with 48 or try 38, 30 or 20.

There are others, but if you pick up a new weapon, it replaces your existing weapon. Therefore, poke 1EDC7 with FF to top it up to maximum shots.

N Andrews
Tewkesbury, Gloucs


Cool Coyote meets the Spiders from Mars in *Fire and Ice*.

LIONHEART

Reviewed *AF45* 87%
Thalion ● 021-442 2050

At any point during play, pause the game, then press <Crtl> and <Help> at the same time. The screen shudders and you now have infinite lives. You can also turn Valdyn into a mouse pointer by hitting <Crtl>. This means you can move him around anywhere in a level, just by moving the mouse.

Press both mouse buttons to drop Valdyn where you want him to go.

Alex Murison, Loughor,
West Glamorgan

MEGAWORM

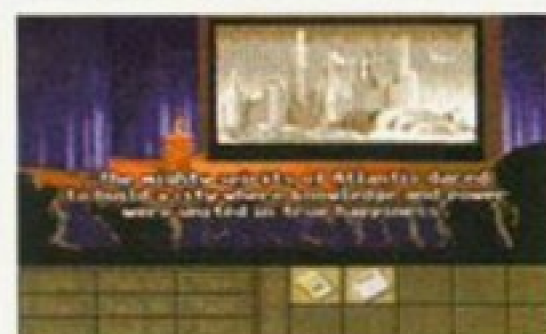
AF52 Coverdisk demo

LEVEL	PASSWORD
5.	MASTERS OF WAR
10.	DESOLATION ROW
14.	IDIOT WIND
18.	FOREVER YOUNG
22.	LENNY BRUCE
25.	HURRICANE
28.	JOKERMAN
30.	SHOOTING STAR
32.	DARK EYES
34.	TRUST YOURSELF
36.	MAN OF PEACE
38.	MOONSHINER
40.	GOLDEN LOOM
41.	UNION SUNDOWN
42.	LAY LADY LAY
43.	PRECIOUS ANGEL
44.	SLOW TRAIN
45.	SOLID ROCK
46.	HEART OF MINE
47.	FOOT OF PRIDE
48.	ISIS
49.	GATES OF EDEN
50.	ANGELINA

Ross Coleman,
Higham Ferrers, Northants

INDIANA JONES AND THE FATE OF ATLANTIS

Reviewed *AF43* FG92%
US Gold ● 021-625 3366

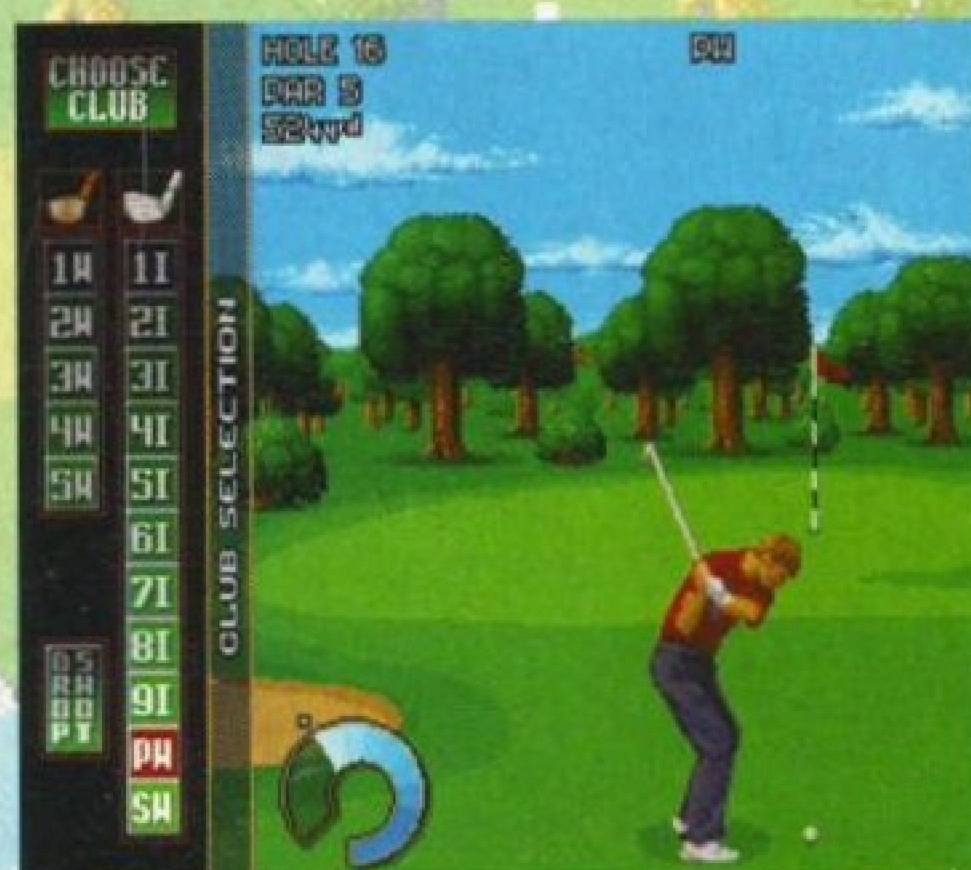

Indy watches the final reel of *Raiders* to see if he gets the girl.

If you're stuck and have a Philips CM83311 monitor or equivalent, adjust the size of the game screen until it's as small as possible, then double right click, then left click on the small box in the bottom left corner. A message appears: "You're now in Atlantis. Click left to go to Atlantis." Click the left mouse button to get 23 Indy points and a warp to Atlantis. The command "use whip with Sophia" also works. The box is brown and small, so you need to click around the vicinity to find it.

Ben Brush, Chiselhurst, Kent

NICK FALDO'S CHAMPIONSHIP GOLF

Reviewed *AF43* FG90%
Grandslam ● 081-680 7044



Select a round of golf as normal and highlight the Amateur mode. Now play as normal and when you eventually put the ball in the hole, select the old position. Your stroke counter should now go down by one.

Repeat the process until the stroke counter reaches two and you can easily beat Nick Faldo.

Chris Lock,
Hatfield, Herts

"Swing low, sweet putting iron... (Crack). Cripes, I think my back's just gone."

SECOND SAMURAI

AF51 Coverdisk demo

OK, so you've sussed out what the books and knives are for, now take this Boss-beating tip from Ray Supple of St Neots, Cambridgeshire.

When you confront the final Boss after the Asteroid Zone, there should be a small statue. Pick this up by standing over it, then push down and take it with you until you've killed the Boss. There should be an identical golden statue on a little mount and two more just out of reach. Throw your stone statue on the mount and collect the golden statue. The mount rises and you can jump up and collect the other two.

RISKY WOODS

Reviewed *AF37* 65%
Electronic Arts ● 0753 549442


You're going to need as much help as we can give you beating baddies like these.

Try pressing F1 to give you more life power, F2 to increase your cash and F3 to skip a stage.

Craig Beaton, Australia

The Settlers





Your daring fairycastle is the centre of your power.



Around your castle little settlements arise everywhere.



Detailed statistics, shown here within the 2 player mode, let you influence supply and demand.



Opposing knights once more cross the borders to steal your wealth.

The aim of "The Settlers" is to develop a working and successful colony, in a world which allows the player to get lost in the exhilarating medieval fantasy atmosphere which the game creates. The lifeline of any civilization relies upon the creation of small settlements, the exchange of goods and services and the production of food. Cut trees, work in mines, produce weapons and tools, deliver building materials, defend your land and castles, attack your enemies, provide work for your people and much, much more... It is possible to create up to 64.000 people in your kingdom. Each one will behave as an individual and will perform a different task, that can be watched at every time during game-play. "The Settlers" is a proud addition to the successful Blue Byte stable of unique strategy games. The kind of game, that has never before been published, keeps the player fully engrossed with it's deep strategic, economic and fun elements..

***"The Settlers"** is a 1 or 2 player game - 2 players can compete simultaneously on screen together or together against the computer - depending on your computers' specification up to 64.000 "tiny people" will be displayed - 20 different jobs and 5 different knights - 30 missions -10 additional training duties - computer-generated sceneries - lots of fun, lasting for months*

"The Settlers is one of the most impressive games ever to have come out of Germany or anywhere else"

The One 90%

"I think it is excellent. Witty, imaginative and detailed right down to the last leaf and fishing rod"

Amiga Power 90%

"Strategists will love the challenge. Everyone else will love the game. Very challenging, very addictive and great fun just to watch. What a great game"

CU Amiga 90%

Release: Beginning of December

Available for Commodore AMIGA , MS-DOS (VGA)

Kompart UK Ltd. • 20 Guildford Road AL1 5JY • St. Albans, Herts. • 0727 868005



HELPING HAND

Don't spend Crimble trying to get past that tricky end-of-level guardian. Write into Santa Rob Mead and ask him for a cheat instead.

HELICOPTER GUNSHIP BLUES



Having problems with *Gunship 2000*? Then turn to your *Amiga Format* back issues for advice.

I'm having trouble with *Gunship 2000*. Is there a cheat or have you got a complete solution for this wonderful game?

Christopher Clarke, Hull

We printed some playing tips from Microprose in AF50 and AF51. Turn to page 224 to order your copies if you missed them.

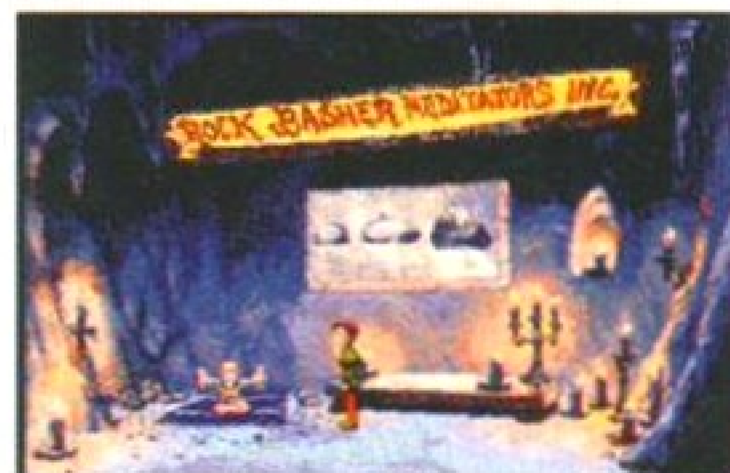
DEATH AT ONE'S ELBOW

I'm through the caves in *Lure of the Temptress*, but when I'm given an axe to fight a guard with I keep getting killed. How do I get past him?

G Barton, Sheffield

Temptress *programmer Tony Warriner tells us there's no way around this section. You just have to keep practising until you defeat the guard. It's a good idea to keep your distance, stepping forward only to launch blows against your opponent.*

CURSES, CURSES



When you're stuck in *Curse of Enchantia* you sometimes just don't know witch way to turn.

I've been stuck for over a month on *Curse of Enchantia*. I've entered the castle, picked up a gold ring and pulled a book in the library which operated a secret panel. I walked through the panel into a room where a witch started casting spells at me. I'm stuck in a circle on the floor with a flashing ring around it. I ended the first spell by sucking the ghost into the vacuum cleaner and the second with the fire extinguisher, but a third spell of fire keeps knocking me down and I still can't move from inside the circle. Please help.

D Chamberlain, Shrewsbury

Try attacking the witch with the fan – which you should have picked up near the portcullis earlier – when she unleashes her next fireball. This should be enough to kill her. Now stick the ring on her finger to complete the game. Look out for the complete solution coming to a future issue of Amiga Format.

MAD ABOUT SENSIBLE



Is *European Champions* in the same league as *Sensible Soccer*? asks a footie mad reader.

I read the *European Champions* review in *AF52*, but the question is, is it up to the standards of *Sensible Soccer 92/93*? When will *Sensible World of Soccer* be released? What are the game's new qualities?

Barry Smith, Dunfermline

European Champions *isn't a patch on* Sensible Soccer. *It's nowhere near as playable and the graphics have a nasty habit of slowing the game down. You'd be better off getting a job as England Manager. If you want a footie games that's going to really knock your socks off, you'd better wait for* Sensible World of Soccer *to be released at Easter. It features 1,500 international clubs as well as a fully-fledged management option. Price to be confirmed, though it's likely to be around the £25 mark.*

KNIGHTMARE CITY

I've been playing *Knightmare*, which I bought as a budget release, but I'm stuck on Quest Two – The Cup where I'm unable to open the door to the Warp Maze. I contacted Mindscape for a hints book, but they no longer print it. I'd be grateful if you could help me out and maybe lodge a request for a hint book from any reader who's completed the game.

Nigel Richards, Bristol

Face away from the door you first entered and you'll find another door. Open this door and kill anything that moves, then kill the snake in the closed room. Pick up the key he drops. Now take this key to the place where the hob-goblin was jumping on the pad and use it in the keyhole. Now go to the Grate Room where you'll find the next Help Oracle. You should now be able to enter the Warp Maze.

If anyone's got a hint book they no longer want, how about sending it into Amiga Format, *so we can forward it on to Nigel?*

READERS' WRITES

FORMULA ONE CHALLENGE

In the September issue of *Amiga Format*, Chris Morris of Tadcaster asked in the Letters section if you knew of a game similar to *Formula One* on the Spectrum.

Alas, you made an error when you stated there was no such game on the Amiga. I'm glad to be able to tell you that there is! The game is called *Formula One Challenge* and is available from:

Amivision Software
1 Cherrington Drive
Great Wyrley
Walsall
West Midlands WS6 6NE

Formula One Challenge costs £9.95 which includes postage and package. Make your cheques payable to S Rennocks.

The game is almost identical to the Spectrum version, but the graphics are loads better. The Williams car even has Canon and Elf adverts on it. If Chris gets this game, I'm sure that he won't be disappointed.

FROM MUNSTERS TO WOLVES



If you're finding the *Addams Family* a bit of handful, then follow our useful tips.

I'd be very grateful if you could tell me the cheats for *The Addams Family* and *Wolfchild*.

Carrie, Birmingham

In the Addams Family, *enter the house and you find yourself in the Hall of Stairs. Go to the bottom left corner and push your joystick up to get into a secret door. You're now taken to a new room. Go to the top left corner and push the joystick up again to enter another secret door. This takes you to the big bonus room.*

The important rooms here are one, two and three. Go to room one and collect the trainers, then go to room two to get the fez. Fly back, enter room three and quickly go up before the fez runs out. Enter the door to get to a big room full of extra lives. You can collect another four lives by going left at the Continue/Exit screen at the end of your first game. If that's not enough, there are another eight lives in the chimneys at the top of the Addams Mansion which can be reached by climbing the rope of the noose and stepping on to the fez to fly there.

You can also try entering the following codes

First power-up	*&1#1F*
Second power-up	*?1S1M*
Pugsley	*V121B*
Granny	*V&YKW*
Wednesday	*VD2RL*
Fester	*VL#R4*
Third power-up	*BLSRS*

For Morticia, use the third power-up code, go to the piano room, wait for the Addams Family music to play and open the sealed-off door.

As for Wolfchild try typing: SOULPSYCHEDELICIDE or THE PERFECT KISS on the title screen so that you can cheat.

MISSING MANUAL

I recently bought a second-hand Amiga which had *Wing Commander* boxed with it. It was in fine condition except that the instruction booklet was missing. I cannot, no matter how hard I try, work out how to eject. Please help me!

Graeme Logan, East Kilbride

Send your Wing Commander *disks – as proof of purchase – to Electronic Arts, Direct Sales Department, 90 Heron Drive, Langley, Berks SL3 8XP and enclose a cheque for £2.50 made payable to "Electronic Arts." In return, they'll send you a new set of* Wing Commander *instructions.*

SEND US YOUR STUFF

If you're having trouble with a particular game or have a solution to a letter printed in the magazine, don't keep it to yourself – write it down and send it to us, and we'll do our best to print it. Send it to:

HELPING HAND
Amiga Format, 30 Monmouth Street, Bath, Avon BA1 2BW.

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and it'll drive you up the wall!

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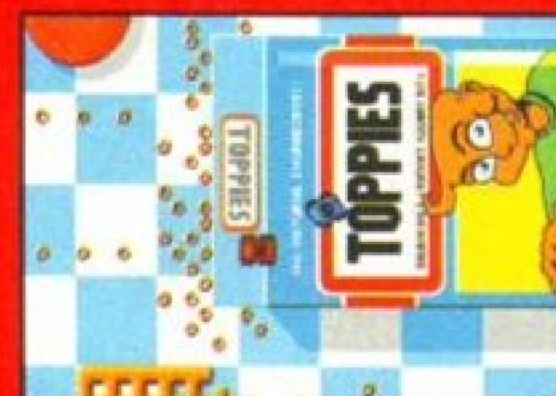
"You'll be hooked in minutes and thrilled for weeks!" AMIGA ACTION magazine

"Includes HEAD TO HEAD 2 player racing option"

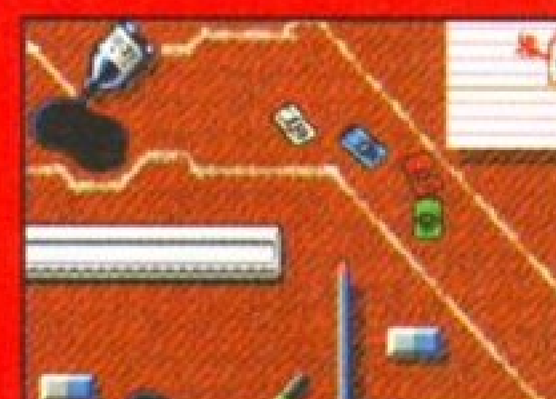
"One of the best top-down racers I've ever played" THE ONE AMIGA magazine

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"One of the finest top-down racing games the world's ever seen!"
Amiga Power magazine

"Possibly the best racing game on the Amiga"
Amiga Action magazine

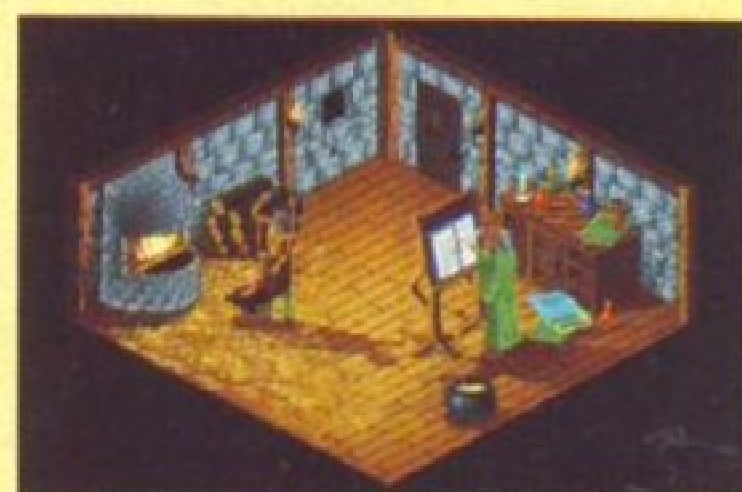
"It'll establish itself as the top down racer of the '90s"
The One magazine

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LOWER FARM HOUSE, STONEYTHORPE, SOUTHAM, WARWICKSHIRE, CV33 ODL. U.K.

GENESIA







Genesia - a game of creation and power for 1 to 3 players.

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Will you conquer the lands of your 2 opponents, or form an alliance with them in an attempt to recover the seven missing jewels?

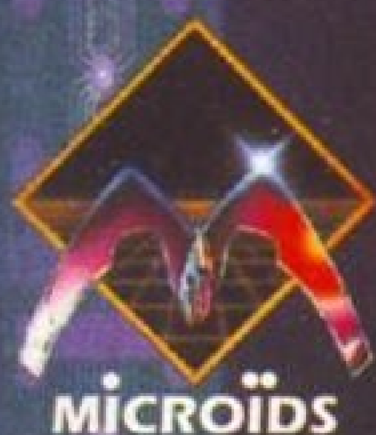
Only with a strong economy, powerful army and new technology will you fulfil your ambitions.

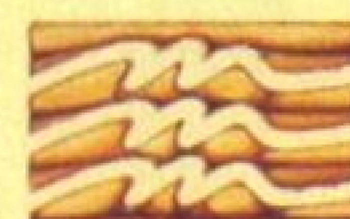
90% - TILT

90% - JOYSTICK MEGASTAR

89% - GENERATION 4

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Maltings Park, Burgess Hill,
West Sussex RH15 9PQ
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AMIGA POWER

A MAGAZINE WITH *ATTITUDE*

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NEWS: The hottest stories from the world of Amiga games – plus our pick of the recent releases.

REVIEWS: Good or bad, no-one reviews a game like we do. Here's your chance to find out why.

TIPS: AMIGA POWER's top game hints help put you in Complete Control.

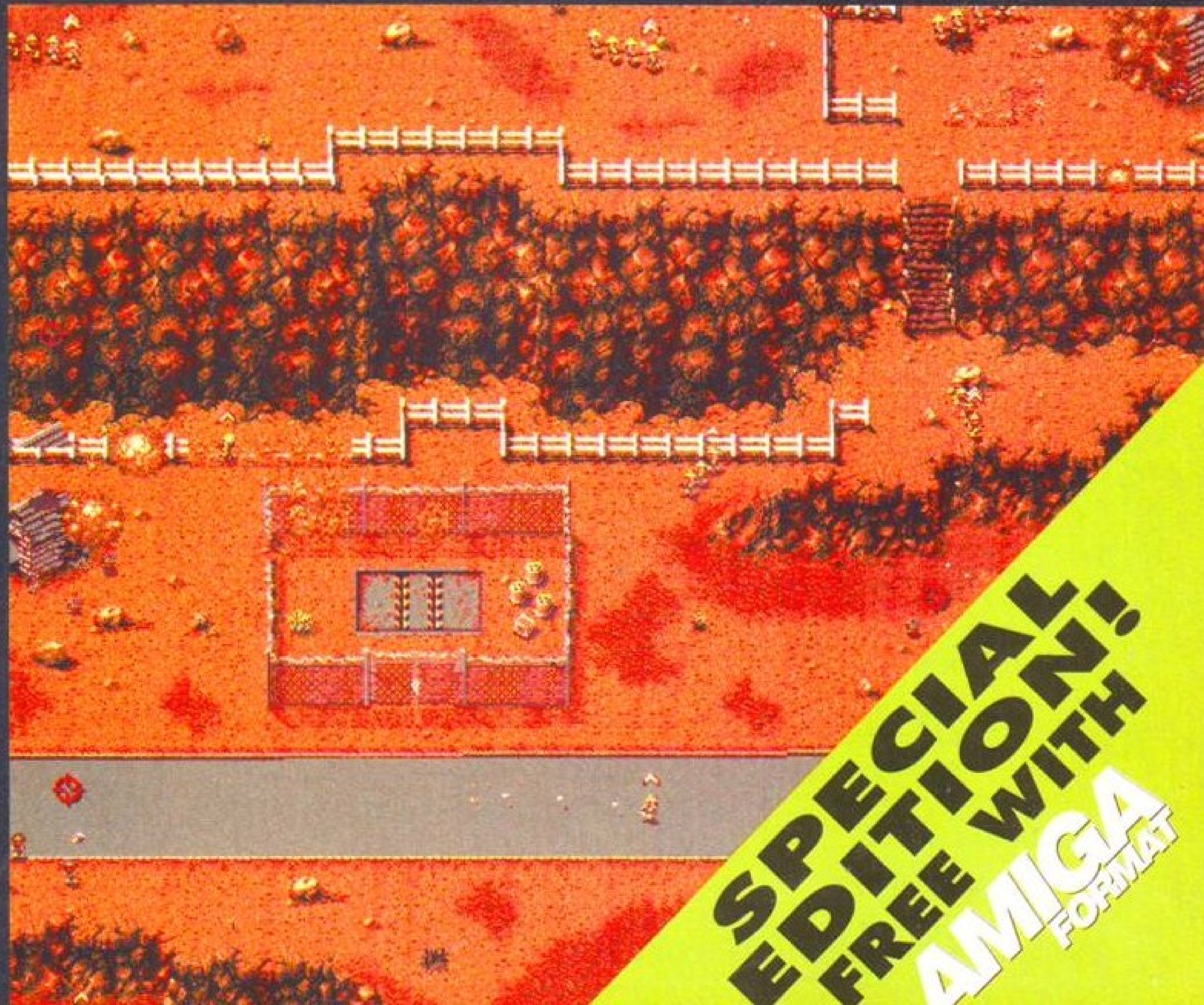
CANNON FODDER

The best game of the year – first ever review inside!

YOURS WITH **EVERY** ISSUE OF AMIGA POWER

THE VERY BEST DISKS AROUND!

AMIGA POWER crams more top demos and more PD favourites onto its coverdisks than any other mag – guaranteeing you maximum playability! AMIGA POWER



SPECIAL EDITION! FREE WITH AMIGA FORMAT

THIS IS WHAT AMIGA POWE

AMIGA POWER

SPECIAL EDITION

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COVERDISK COMPILED BY:
Grants Computing
AND A BIG 'HELLO' TO:
Everyone that knows me

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Cary Court, Somerton, Somerset TA11 6TB Tel 0458 74011

PRINTED IN THE UK

A member of the Audit Bureau of Circulations
ABC Registered circulation **54,182** Jan – June 1993

AMIGA POWER comes to you from Future Publishing, home of AMIGA POWER. Obviously.

2 CONTENTS
These pages you're looking at now, funnily enough. They act as a sort of 'menu' for the feast of Amiga games treats awaiting you in the following pages.

4 TRUE STORIES
When it comes to the naked truth, there's no-one nakeder or truer than AP's resident newshounds. Each month they sniff out the hottest Amiga stories around and bring them back, tails a-wagging, in their mouths.

6 PREVIEWS
Registered fortune-tellers constantly scan the stars (and release schedules) so that we can bring you the most exclusive and most up-to-date Game Previews in the whole history of computer magazines. This issue: *Cool Spot* and *Battle Isle 2*.

8 REVIEWS
Of course, these are the bread-and-butter, the be-all and end-all, the whizzer-and-chips of AMIGA POWER. And we talk plenty about them elsewhere on this spread, so let's move straight on to...

11 SUBSCRIPTIONS
Get AMIGA POWER delivered direct to your door every month and save money! Save time! Save energy! And, in a special offer, get either *Desert Strike* or *Body Blows* ABSOLUTELY FREE!

12 COMPLETE CONTROL
That's what we like to call our tips section, and, boy, is it appropriate. Every month you (or your younger brother or sister) can enjoy four full pages of hints, tips, cheats and the like – PLUS detailed play-throughs of the games *you* want to play.

14 DO THE WRITE THING
The AP letters page – always a forum for the free and uninhibited exchange of facts, views, opinions and just plain old verbal abuse. This issue we've reprinted some of the best letters we've received over the past 12 months, just to give you a flavour of what you can expect in the future.

BUT THAT'S NOT ALL!
This is just a taste of what AP has to offer. A 'proper' issue would also contain:

● **THE BOTTOM LINE** – every game of the past year reviewed and rated. The essential Amiga games-buyer's guide.

● **FEATURES** – on every fascinating games-related topic under the sun.

And much, much, more – you'll have to go and buy a copy to find out!

WELCOME TO AMIG PO



Hi.
I know what you're thinking. You're thinking "What's this? What's gone wrong with my issue of Amiga Format?" But nothing's wrong. In fact, we, AMIGA POWER, have hijacked it for 16 pages, to show you just what you're missing if you only buy one Amiga magazine. You're missing the world's most dedicated Amiga games

GAMES! GAMES!

AMIGA POWER is all about games – we really couldn't care less about anything else. If we're not reviewing them, we're tipping them, looking forward to them or collecting them together into some sort of round-up feature. Every month our experienced team round up the latest releases and give them a jolly good going over – whether they're good or bad we think you should know. ANYWAY, that's why we've chosen these two particular examples for this special supplement edition – turn to the reviews section right now and find out which one is which!

AMIGA POWER POLICY OF TRUTH

- **We won't review unfinished games just to claim an exclusive.**
- **We don't pander to games publishers – we say what we really think.**
- **We only use experienced, professional reviewers.**
- **We won't bore you with mountains of technical-jargon-hardware tedium.**
- **We take games seriously, because you do too.**

R IS ABOUT

GA
WER

magazine, the one with the first and most definitive reviews of all the games that matter for your machine. The one with the best and most game-packed coverdisks experienced by humanity today. The one that combines unrivalled knowledge of its subject with top-of-the-world writing that'll make you laugh, cry and fume by turns. The one that's the best. Get it.

– Stuart Campbell, Acting Editor

GAMES REVIEWED THIS ISSUE

SPECIAL EDITION

FULL PRICE

Cannon Fodder ---------8

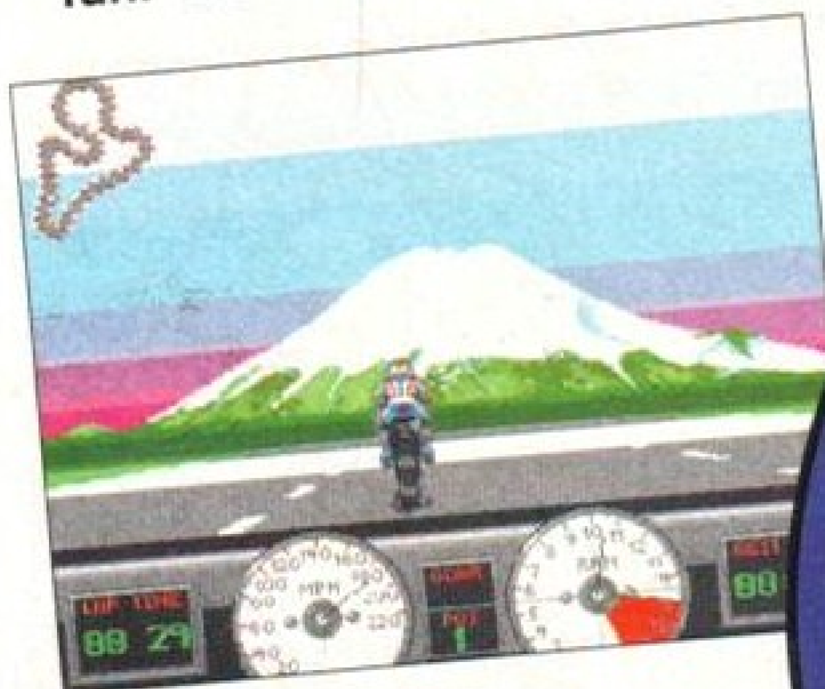
Prime Mover -----------10

Seeing as this is only supposed to be a sample issue of what AMIGA POWER's like, sadly we've only got room for two game reviews – *Cannon Fodder* and *Prime Mover.* It goes pretty much without saying, though, that every 'normal' issue is so packed with entertaining and informative game reviews that we sometimes have trouble fitting all the other stuff in. And it's not just full-pricers either – when it comes to coverage of budget and public domain titles, AMIGA POWER prides itself on being second-to-none.

GAMES!



CANNON FODDER
'War has never been so much fun.' Or has it? Page 8



PRIME MOVER
The long-awaited motorbike racer. Hmmm. Page 10

WIN! WIN! WIN!

AMIGA POWER's competitions are something pretty special too. Why, in the last few months we've given away a CD32, a pool table, three Karaoke machines, an all-expenses paid trip to Alton Towers, and a human skeleton. So, who knows what sort of zany prizes you'll be able to win in the future...

They may just be 3.5-inch squares of plastic, but to us at AMIGA POWER, every single coverdisk we produce is a lovingly hand-crafted little bundle of fun. Here's just a selection of some of the high-powered game-and-demo treats that we've brought our readers this year.

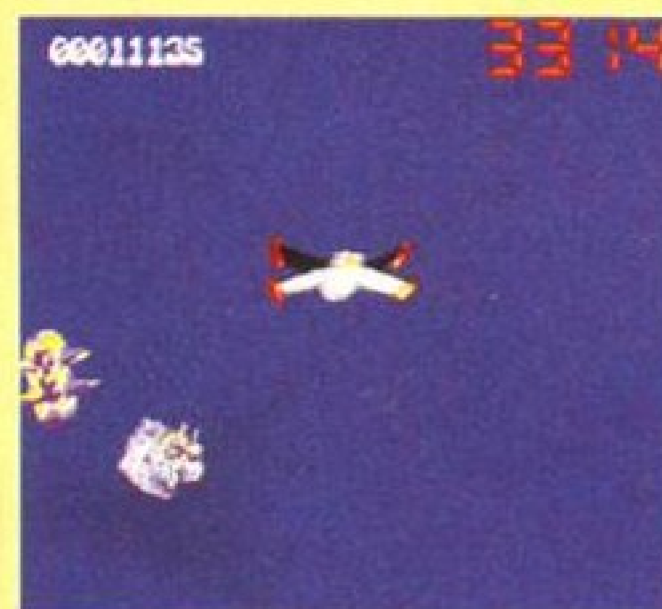


THE STORY SO FAR



YO! JOE!

Quite possibly the lushest Amiga platformer we've seen this year – and we gave away a full spooky haunted-house level (complete with two-player option) on the front of AMIGA POWER 27. Running, jumping and crawling will never be quite the same again.



STARDUST

This is actually a super-charged '90s version of *Asteroids* – all the way from Hungary – but when we saw the amazing 3D tunnel effect on the bonus levels, we knew we just had to get a coverdisk demo. And we did. These graphics really put the consoles to shame.

BLOB

This 3D puzzler from Core caught a lot of people (including us) by surprise when the finished product arrived unannounced on our desks. We moved heaven and earth to get you loads of levels and give you a taste of what its innovative gameplay is all about.



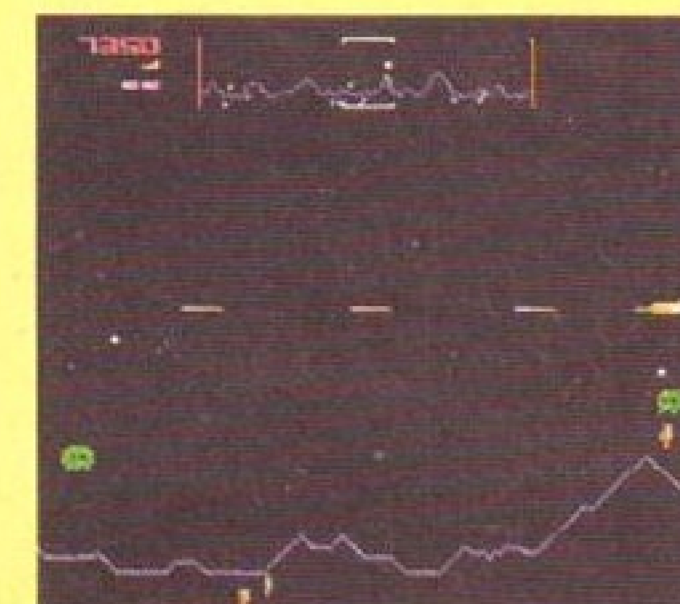


CANNON FODDER *PLUS*

The game that everyone's talking about – but only AMIGA POWER brought you four Interactive-Diary-Of-A-Game levels showing the development of the game AND a special big-prize Sensible Software quiz. Incredible.

DEFENDER

But it's not all glossy commercial demos round here – oh no. AMIGA POWER always keeps an eye out for the most playable of public domain games – classics like Blitz Basic's *Defender* (shown here) and, the mother of all arcade games, *Pong.*





TRUE STORIES

by The News Team

Wake up and smell the news! This is where we track down the hottest leads and vaguest rumours, and then turn them all into – TRUE STORIES!

OVER EXPOSURE!



Our daguerreotype-loving hero clearly has a waterproof camera case.

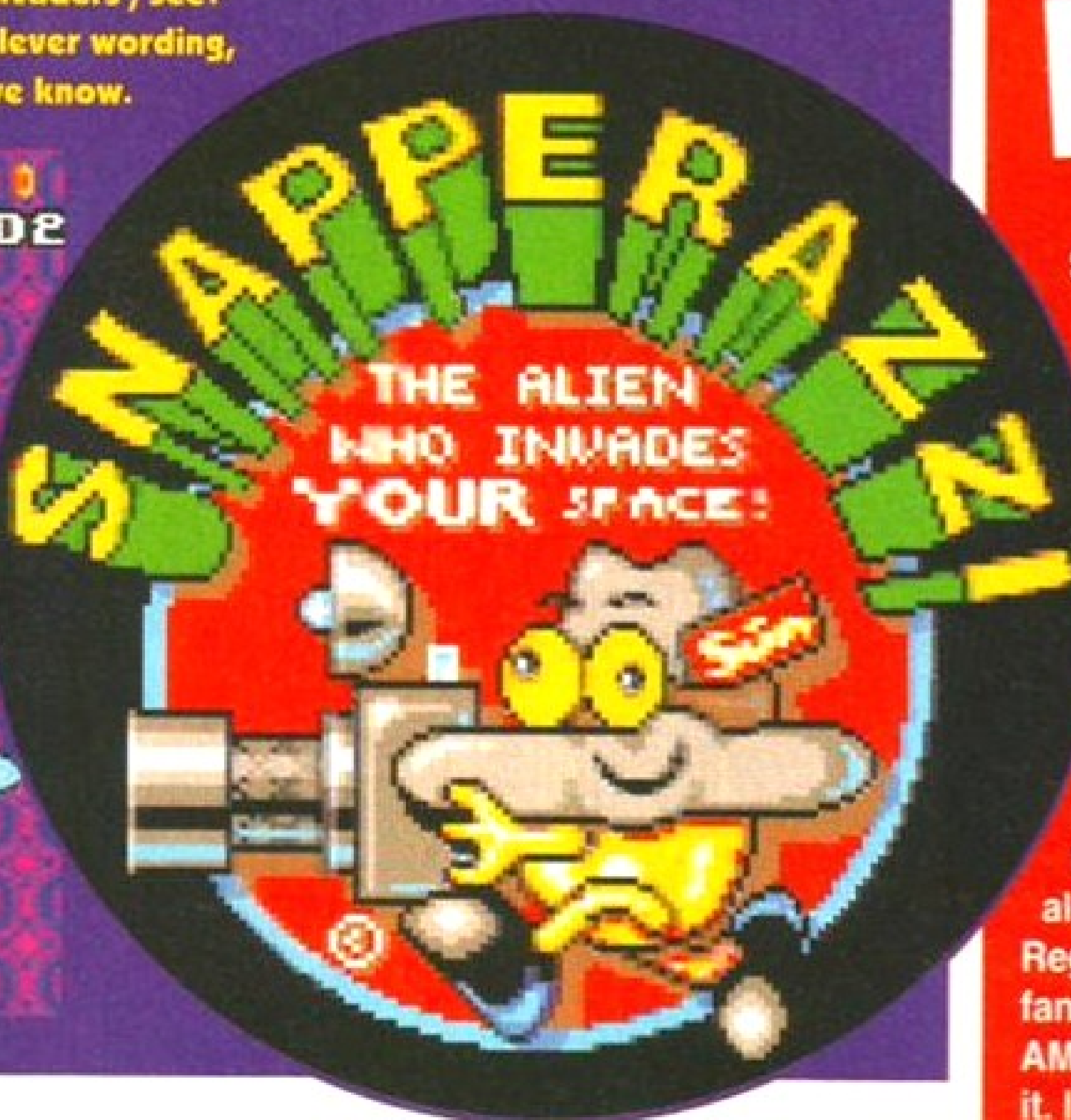
Out soon from Alternative, *Snapperazzi* is a new platform-style title that, as far as we know, is the first Amiga game to feature *three* different instances of product placement. As you travel around seven worlds of page-three-girl photo opportunities, you'll also be enjoying ads for Fizzy Chewits, Domino's Pizza and, of course, The Sun newspaper, whose idea this whole thing was in the first place. The last we heard, the coders were pulling out all the f-stops to get it ready for Christmas, so you should be able to snap it up around then. AMIGA POWER says: Will it have an end-of-level Guardian?

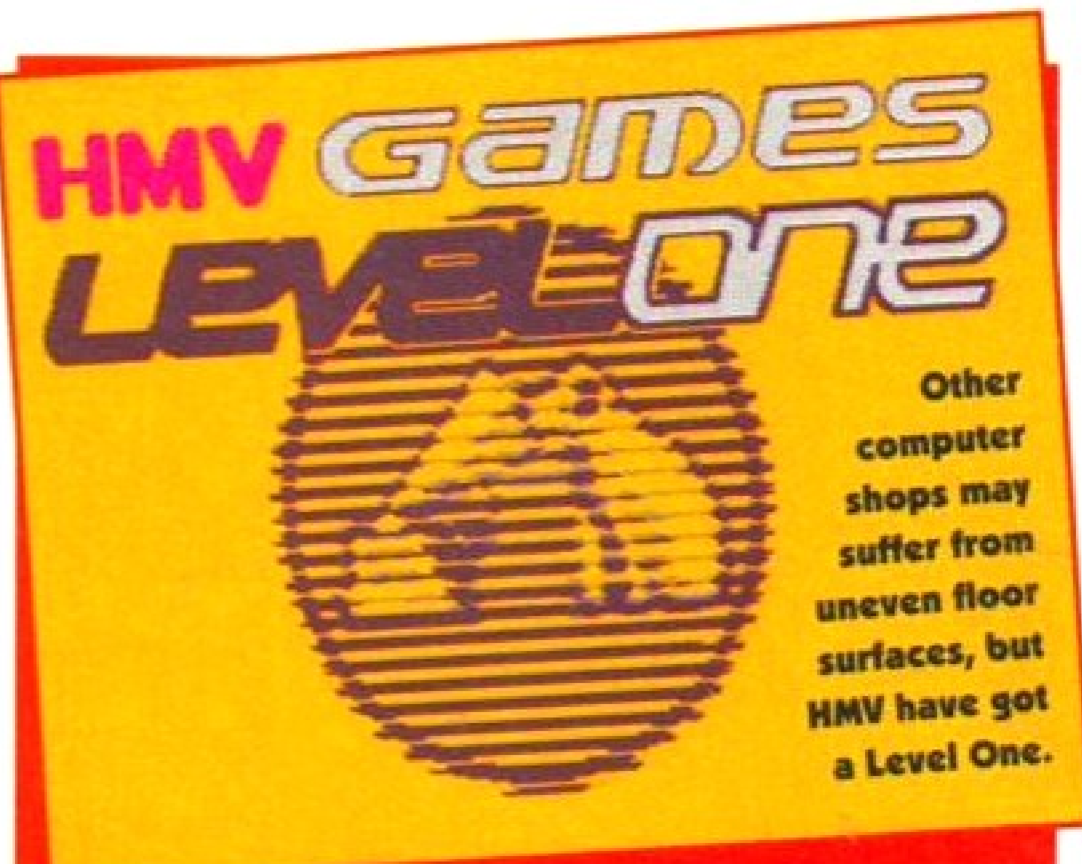
(Ho ho. – Ed)

It's a pun on 'Space Invaders', see? Clever wording, we know.



Mmm. Pizza. We all love pizza here at AP. Are you listening, Domino?





Other computer shops may suffer from uneven floor surfaces, but HMV have got a Level One.

IS IT A RECORD?

Dateline: London. HMV Oxford St, already the world's largest record store, has just opened the world's largest computer and video games department. Boasting over 6,000 square feet of floor space, they reckon they'll be able to stock over 10,000 different titles, all in shiny high-tech futuristic surroundings with big TVs and stuff. In fact, when the AP team were there recently, we were quite shocked to find our game-playing exploits being broadcast on screens all over the shop, so don't say we didn't warn you, alright? Anyway, if you're tempted to pop in, it's on Oxford St (in London, obviously), just along from Oxford Circus and up a bit from Regent St. There's even a picture (oh, and a fantastic £1,000 compo) in the December issue of AMIGA POWER if you need any more help finding it. I mean, what do we look like, your mother?



ALMOST LEGENDARY

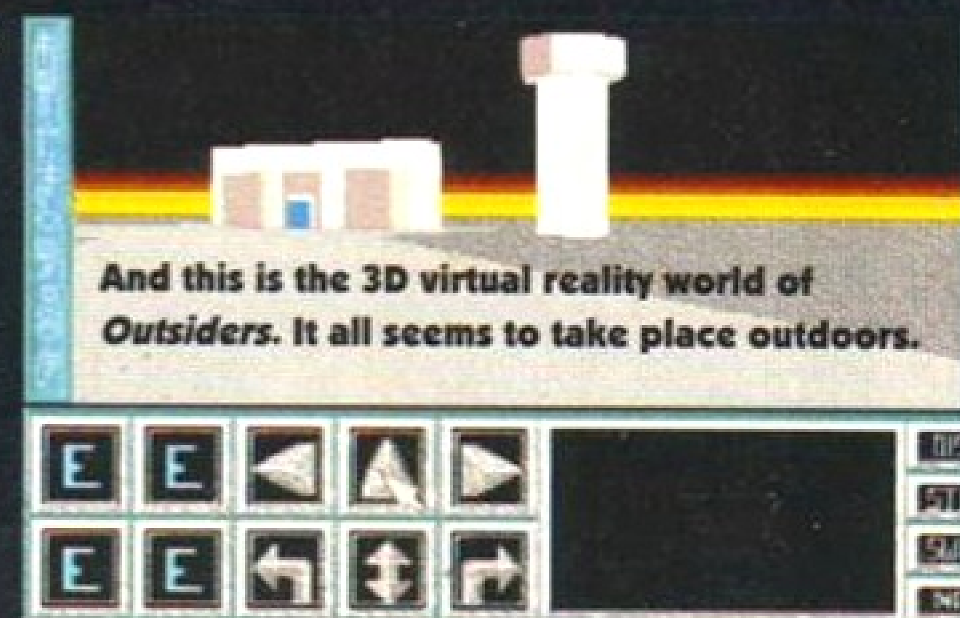
Look up the phrase 'ex-demo coder' in the AMIGA POWER Dictionary Of Received Journo Clichés, and you'll find it defined as a "broadly meaningless term used to describe the author of any game that scrolls at an acceptable speed". Still, cynicism aside, you can't deny that those wacky foreign assembler junkies have come up with some pretty impressive treats in the past, and it looks like we're headed for more!

Black Legend Software is a new label devoted to bringing you top games from all around the world. Already on their books is last month's lumpy coverdisk star, *Fatman*, (full game out soon) rapidly pursued by another cutesy platformer, *Fantabulous*, and some sort of Wild West game that we don't yet fully understand the idea of. It's called *Gunslingers*, anyway. Then, in December, we can all look forward to a very high-speed 3D adventure – provisionally entitled *Outsiders* – and a fully-animated *Flashback*-style arcade adventure, *Out Of Time*.

And this sounds like it's just the tip of the iceberg – the company claim that they've currently got over 500 programmers working for them, on over 100 different projects. Looks like 1994's going to be a good year all round then, eh?



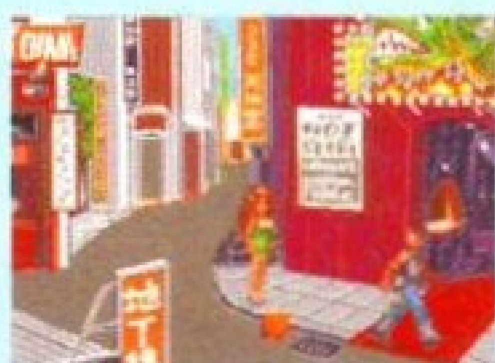
This is *Fantabulous*. You jump on bubbles to get around. Absolutely *Fantabulous*, in fact.



And this is the 3D virtual reality world of *Outsiders*. It all seems to take place outdoors.

AMIGA POWER RECOMMENDS

Not sure what you'd like for Christmas? Hey, no problem – AMIGA POWER is here with our personal pick of the hottest releases from the last six months.



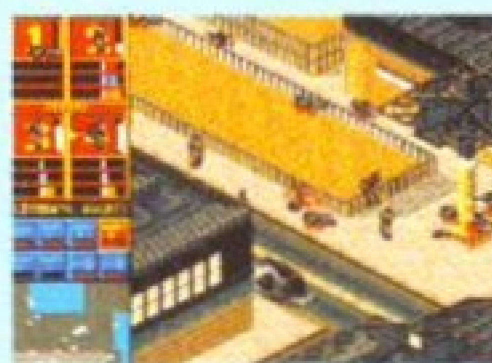
JULY
Nippon Safes Inc (Kompart)

In an odd move for point-and-click adventure games of that classic *Monkey Island* variety, in *Nippon Safes* you've got to manoeuvre not one, or two, but THREE characters through the bewildering and sprawling (but always spotlessly clean) streets of a modern Japanese city. None of these hapless adventurers are actually Japanese however, and neither are the programmers (who are all Italian, apparently) so it all ends up as a bit of a cross-cultural mish-mash. Fortunately, as cross-cultural mish-mashes go, this happens to be one of the Amiga's finest.



AUGUST
Battle Isle '93 (Blue Byte)

While there are plenty of wargames knocking around, the list of user-friendly, playable, fast, two-player wargames could be very easily written on the back of a postage stamp, in crayon. And yes, the name of *Battle Isle '93* is crudely drawn in red wax, simply because it's the best, most user-friendly and all-round fabbest wargame on the market. It's more of an update rather than a sequel to *Battle Isle*, and the pace is a tad pedestrian, but the new setting, playing areas, units and weapons will keep all you wargamers glued to your trusty Amigas through the winter.



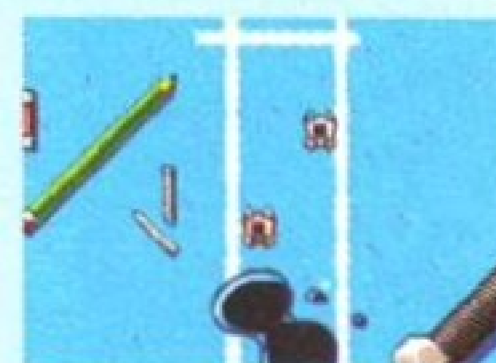
SEPTEMBER
Syndicate (EA)

Yikes! Like a bunch of small children in a sweet shop we just didn't know which one to choose from this month's batch. Would it be MicroProse's obscenely playable helicopter sim *Gunship 2000*, or would that fantastic platformer-with-attitude *Yo! Joe!* make the grade? Or perhaps the real-time wargame brilliance of Virgin's *Dune 2* would prove to be the deciding factor. But the pick of the bunch is Bullfrog's hideously amoral god game *Syndicate*. With strategy, taxes, research AND armoured cyborgs, there truly is something for everyone here. Buy the lot of 'em, that's our advice.



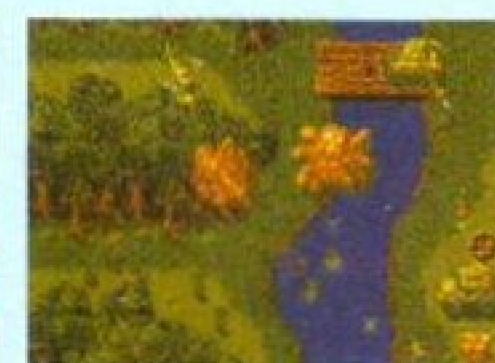
OCTOBER
Soccer Kid (Krisalis)

Just to prove to you that we only spend vast amounts of time slagging off platform games simply because there's a seemingly endless string of crap ones, here we are devoting page space to a great one. He's a funny kid romping his way through levels set all around the world, but the twist here is that he's got a football. Soccer Kid can do a plethora of brilliant moves, and can use them against baddies to kill them in an extra special way. It just goes to show that you can do something different with platform games if you put a bit of thought and imagination into them.



NOVEMBER
Micro Machines (Codemasters)

No, not those little toys that you can buy in the morning and then lose in the afternoon, but an excellent console conversion featuring the same easy-to-misplace model vehicles. It's an overhead racing game where the racers are less than an inch long. Thrill as you swerve around baked beans on the breakfast table, spill as you fail to make it across the ruler bridge and fall to your doom between school desks, and gasp in sheer amazement as you break free of the plughole whirlpool. For once, size really doesn't matter.



DECEMBER
Cannon Fodder (Virgin)

It's got to be admitted that those Sensible boys are masters of the intuitive control system. I mean, all you have to do is pick up a joystick, and within two minutes, you've got to grips with the controls of *Sensi Soccer*. Now they've gone and done it again, with a tongue-in-cheek mouse-controlled wargame that puts the 'grin' back into 'grenade'. Bowl bad guys over with small-arms fire and gasp in despair as you accidentally blow up half your platoon for the twentieth time. When it comes to games, it seems Sensi can do no wrong.

NEXT MONTH!



Are you ready for *Mortal Kombat?* Full review next month!



And it's about time we had a proper look at *Skidmarks*, too.

The up-and-coming issue of AMIGA POWER will have full reviews of all the big games competing for that vital Christmas Number One position: *Mortal Kombat, Jurassic Park, Skidmarks, Stardust, Globdule, Terminator 2: The Arcade Game* – and more! As if that wasn't enough, it'll also have three (count 'em!) disks packed so full of demos and top-class complete PD games that they'll probably explode or something. Anyway, it'll hit the shops on 9th December – miss it at your peril!

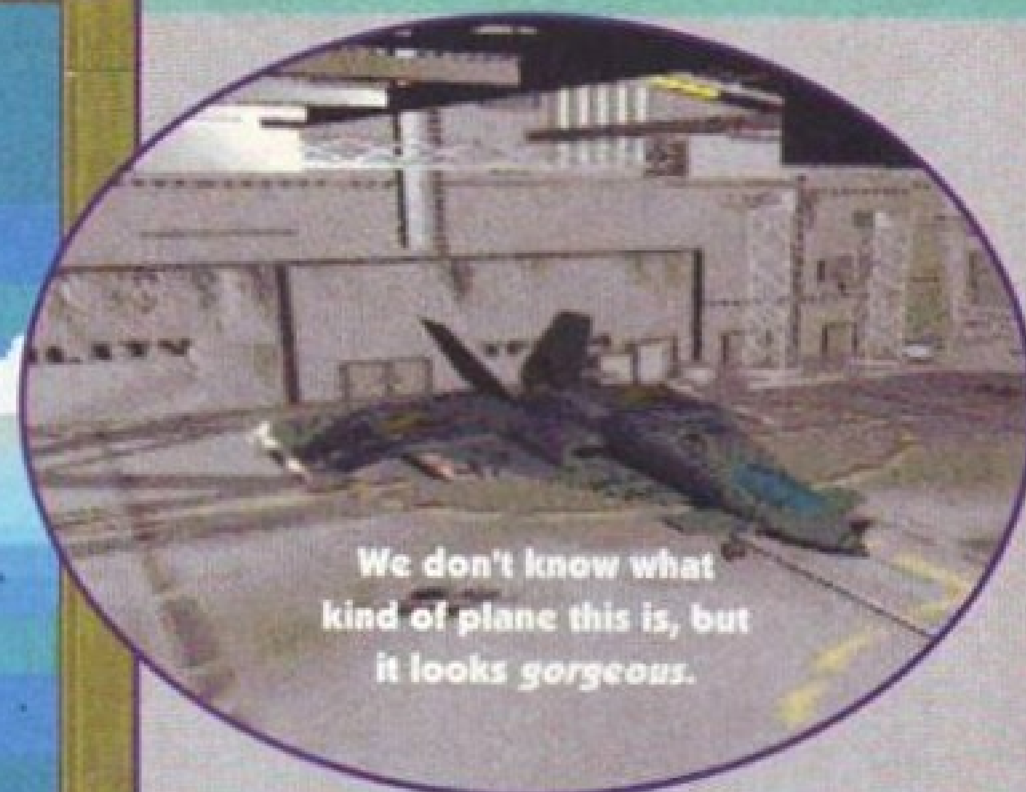


We expect this guy's from *Terminator 2: The Arcade Game* – also débuting next issue! Wow.



Something wicked this way comes. The coolest place to be is in AP's highly exclusive previews section.


Experience those combat sequences in full 3D effect!

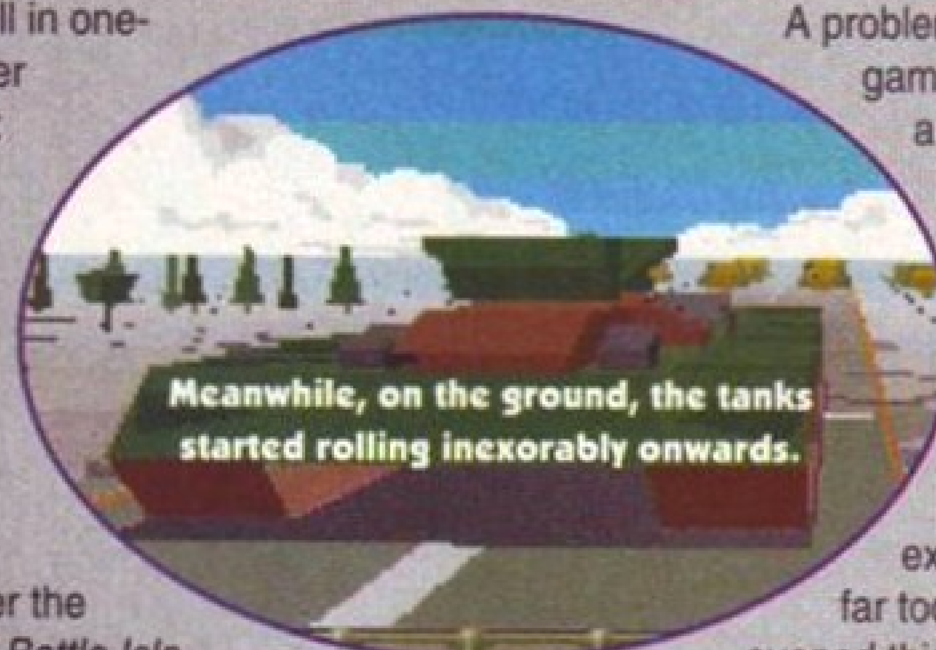

We don't know what kind of plane this is, but it looks *gorgeous*.

BATTLE ISLE 2

Game: Battle Isle 2
Publisher: Kompart
Authors: Blue Byte
ETA: Mid 1994

Briefly: Life can sometimes be cruel to wargamers. It's a savage world out there, with cute platformers and fast action shoot-'em-ups leaping out from every corner, so to anyone interested in large-scale tank warfare, the boys from Blue Byte are heaven sent. Time after time, this team have sat in their Mulheim offices and produced battle sims that play extremely well in one- and two-player mode without making you plough through a twelve-billion-page manual.

The creators speak: After the successes of *Battle Isle*, the mission disks, *Battle Isle '93* and the extremely popular *History Line 1914-1918*, it comes as no great surprise to find that there aren't any major changes to the basic game engine for *Battle Isle 2*. The map is made up of hexagonal units, and the action's still broken up into move and attack phases, but pretty much everything else is bigger, better and generally flashier than before. One of the authors took me on a whirlwind tour.


Meanwhile, on the ground, the tanks started rolling inexorably onwards.

"There are far more different units than before, each with their own strengths and weaknesses, but this time there's the additional problem of logistics to deal with. In war, the recurrent problem is that of getting enough supplies up to the front line, and by adding this element, you have to concentrate on planning your attack."

A problem of the *Battle Isle* games is that every time a unit goes into battle, they become more experienced and harder to defeat, until they're virtually guaranteed victory. "Although we felt this was a good idea, the experienced units were far too tough, so we've now evened this out.

"One of the main changes of the game is the terrain, and how it affects the game. We now have four height levels in the game, which makes the use of planes much more realistic. At the lowest flying level, planes can't fly over mountains and can come under light ground fire, but are at a prime height for ground attack. If they fly higher, then they can safely over fly most enemy units, but are susceptible to anti-aircraft missiles.

"Throughout the game, the seasons change from wet springs and autumns to dry summers and frozen winters. This means that lowlands are often too boggy for tracked units, but also that rivers and lakes are passable in winter when they're iced up."

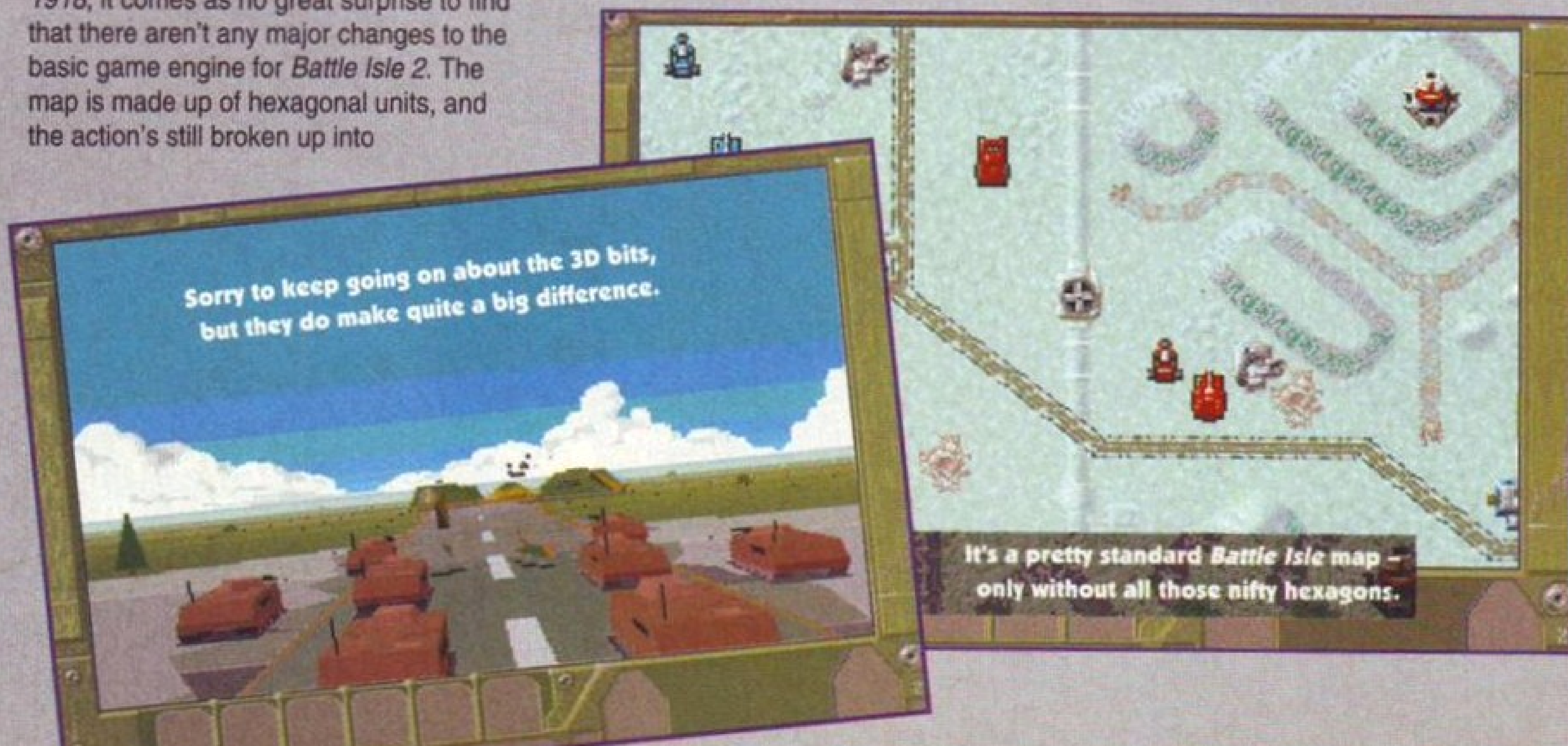
The other main change is that the two-player mode is no longer on a split screen. By including radar and AWACS early warning planes, this means that you have to find your enemy before you can engage them, which sounds brilliant, adding another layer of realism to what is already an exceptionally detailed game.

"Set to be one of the best wargames ever"

Verdict so far: The lack of a split screen means that you're going to have to play the game either on two computers linked together, or alternately on the same one, hiding your movements from your opponent, which is both time-consuming and a nuisance as it interrupts your thoughts. Hmm.

It's such a big game that it's probably going to be A1200 only, and even then will probably need be hard drive installable. It's a small price *(Er, relatively. – Ed)* to pay for what's set to be one of the best wargames ever.

● *CAM WINSTANLEY*

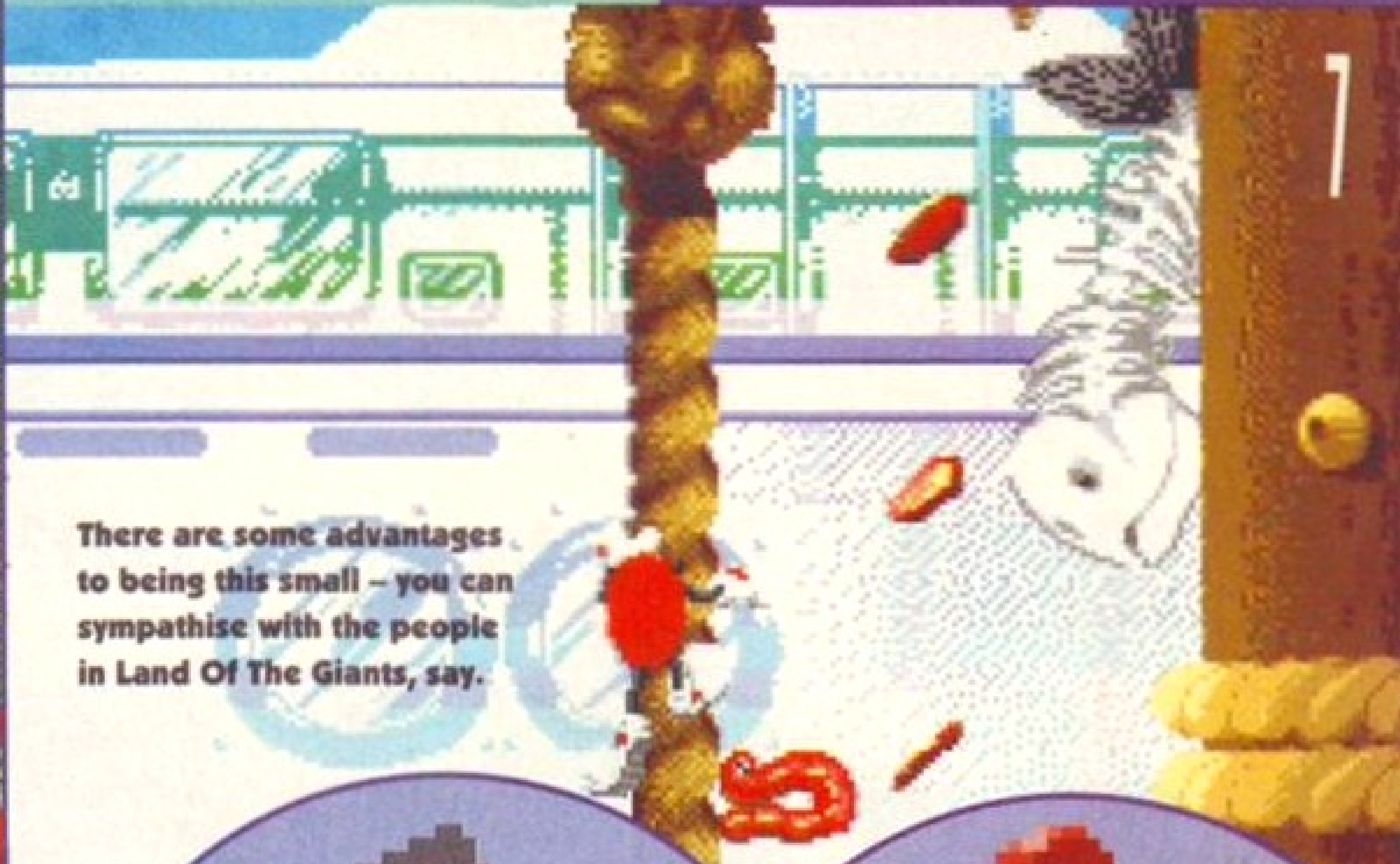

Sorry to keep going on about the 3D bits, but they do make quite a big difference.


It's a pretty standard *Battle Isle* map – only without all those nifty hexagons.





This background isn't finished yet. But it's clearly a bathroom of some kind.



There are some advantages to being this small – you can sympathise with the people in Land Of The Giants, say.

COOL SPOT



Hey Cool Spot, you're so flexible – you must work out nearly every day.

"Hey babe, this is just one of my many talents."

Game: Cool Spot
Publisher: Virgin
Author: John Twiddy
ETA: Dec '93



Hands up and spread your legs! You've been spotted!

Briefly: Never before has a small red dot gained so much press attention as this little guy. He started out life as the red blob on the side of a can of 7-Up, and was released on the Mega Drive in America as a tie-in character, but when it came to his UK debut there was some kind of horrid mix-up. Out went the fizzy drink tie-in, which left all the green bottles in the game with little or no reason to be there. Thankfully, no-one really noticed or cared, because everyone thought the UK Mega Drive game was quite splendid, super and lovely, and went out to buy it in droves. Since Virgin aren't silly, they've decided to release an Amiga version of this console smash hit in time for Christmas. Who says capitalism is a bad thing, huh?

The creators speak: John Twiddy of Jaguar Software Consultants is working night and day on the Amiga conversion and told me that the Amiga *Cool Spot* is going to be virtually identical to the Mega Drive original, so I suppose I'd better explain what that one's like.

In one of those illogical chains of events that frequently happens in platform games, all of *Cool Spot's* friends have been kidnapped and incarcerated in floating metal cages. The way to bust them out is to dash around collecting small, not-at-all-cool spots, which somehow allow him to open the cages. The problem is that Spot's only about an inch and a half tall, so it's a bad and quite literally big world out there.

As he battles his way across beaches and bathrooms, behind skirting boards and through people's bedrooms, he comes into conflict with untold masses of cute and lovable bad guys. Being a cast-off of a soft drink, he's got astonishing carbonated powers, which enable him to fire of bolts of, err, fizz. These fearsome CO_2 blasts allow him to blast his way to freedom for himself and his buddies. Yeah!

> "I've improved it on all playability aspects"

The most impressive thing about the original is the number of animation frames for the central character, who leaps, struts, swings, yawns and yo-yos his way through the game in a non-stop blur of amusing ways. "All the animations that were in the original are going to be in this version," said John.

"Although the game's going to look the same, I hope that I've improved it on all playability aspects. The sound's going to be the same as well."

Verdict so far: I've played a couple of levels of the Amiga version, which seem to back up what John told me. As you can see from the screenshots there's still quite a bit of work to be done on the backgrounds, but even now it's a very visually impressive game to play. The thing is, does the Amiga-owning public want another platformer? It seems to me that although they're the core of the console market, computer owners are more discerning and favour more in-depth games. I've no doubt that *Cool Spot* will be a hit, but I'm not convinced that it'll be the smash that it was on the console market.

● *CAM WINSTANLEY*



Oh, don't cry, Cool Spot – it doesn't matter that you haven't any eyes when you remove your sunglasses.

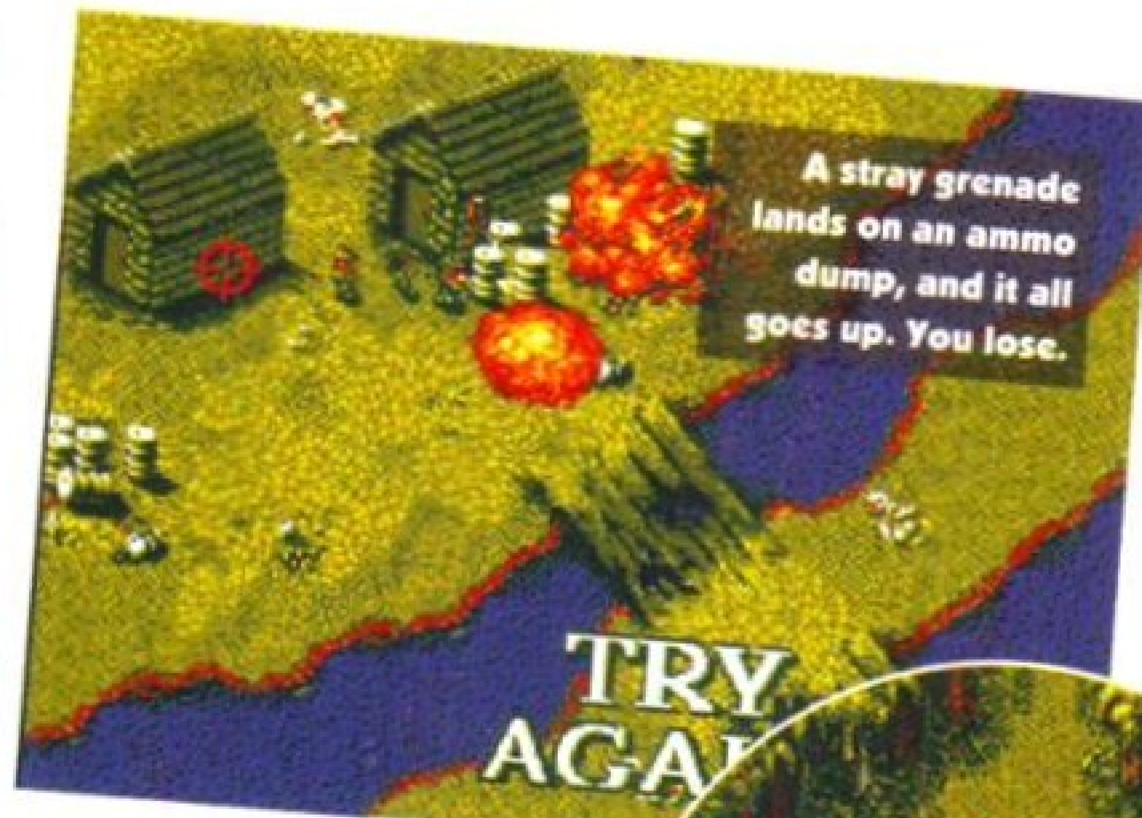
You could enjoy the shade underneath this deckchair – if it wasn't for all the hermit crabs.



Another of those mysterious bottles that litter the beach. Have the game designers never seen those 'seaside safety' films?

CANNON FODDER

The game of the year? War, it seems, has never been so much fun.



This year, the Sensible boys won't be getting that Nobel prize.

Publisher: Virgin
Authors: Sensible
Price: £29.99
Release: November

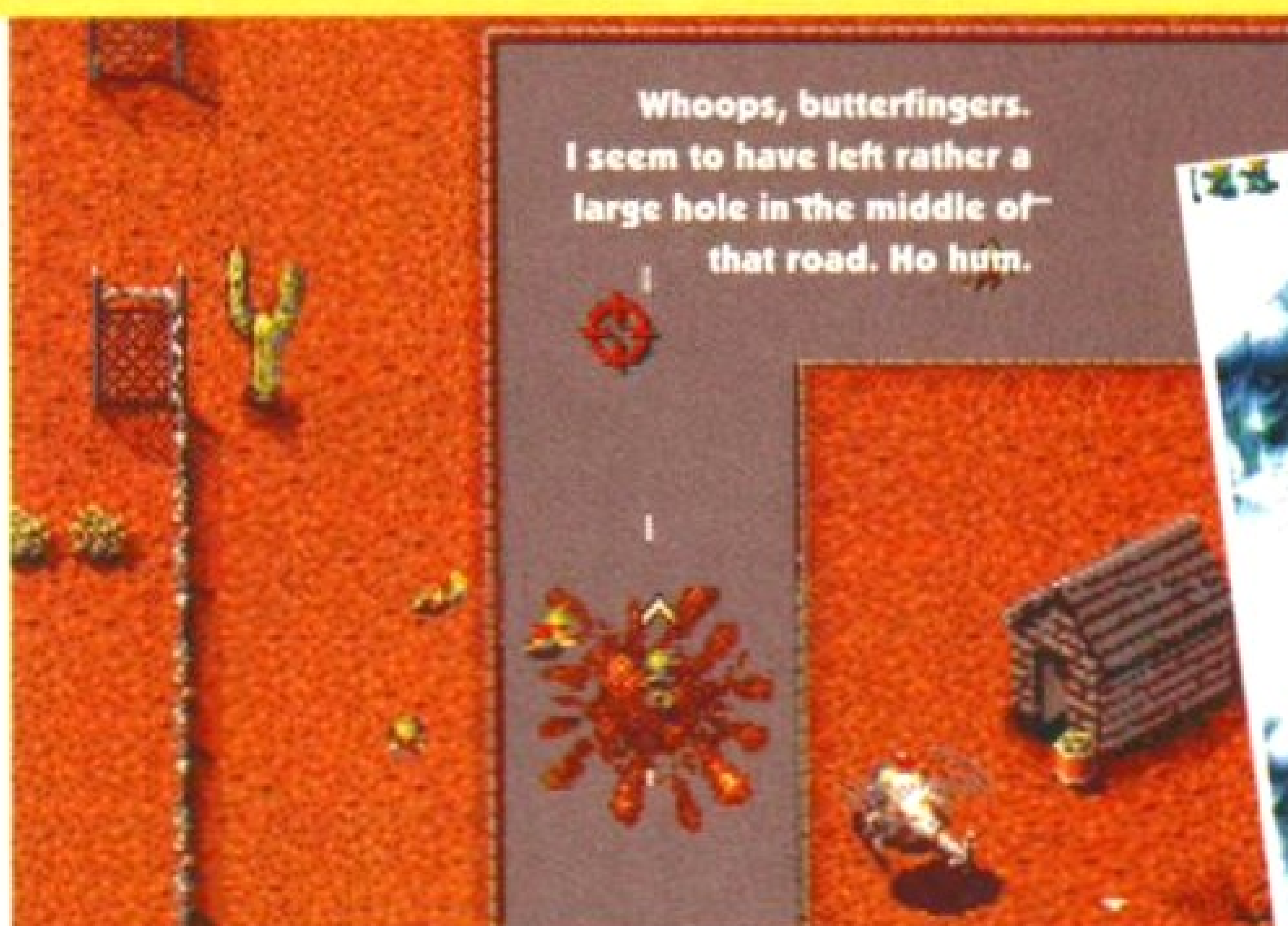
Having to write pages of reviews every month, I'm always on the look out for some concise and snappy quotes to put around the page *(Known as 'Call Outs', technical term fans. – Ed)* but this time those Sensible boys have done my job for me.

"War has never been so much fun," they tell me, in a groovetastic song that starts off the game, drums the message home and sets the tongue-in-cheek, boot-in-mouth tone of the game brilliantly.

So, boring game details next. The game is made up of 23 missions which are spread over 72 different maps. There are five different terrains – Jungle, Desert, Arctic, Heathland and Underground Base, and although they're fairly well mixed up, there's a definite weighting towards jungle levels at the beginning and underground levels at the end.

So why buy it? Well, for a start it's massively simple to get into. You start off the game with a squad of men, and at the end of every mission, you get a further 15 recruits, which initially seems a tad excessive. However, by the time you get to Mission Six and your boys are being slaughtered like cattle, you start to realise why you get so many troops. Every time a

Modern warfare is hell, especially when you can't swim and shoot at the same time. With rockets coming in from all directions, don't expect many of your boys to be home for tea.


Whoops, butterfingers. I seem to have left rather a large hole in the middle of that road. Ho hum.


Now, normally we don't like slippy-slidey ice worlds. But this time we'll make an exception.

soldier survives a mission, he's promoted, and his accuracy, range and rate of fire is increased. You get quite attached to anyone who survives more than a couple of levels, but since everyone in the game has an equally tenuous grip on life, there's inevitably a horrible moment when a rocket with his name on it comes whooshing in and he gets his.

You control your boys with the mouse, and click on the left button to move, the right to fire and both to throw a grenade or fire a rocket, depending on what you've selected. The scrolling system works so intuitively that most of the time you're not even aware of it.

Still not convinced yet? Well, the missions involve lots and lots of killing, with the occasional spot of hostage rescue thrown in before masses more killing. Complete carnage doesn't impress you? How about four channels of sound that completely immerse you in each world? What do I mean? Well, if you come out of the jungle (squawks, rustling, etc) and get to a river (running water) but hear distant rotors (whump, whump, whump), then you know there's a helicopter near, and that it's time to hide. Muted gunfire tells you that enemy soldiers can see you and are heading your way, and the flop-sweat fear of hearing a rumbling tank engine has to be experienced to be fully understood.

Thinking that it sounds like 72 maps of pretty much the same thing? Wrong! Although you start off the game with a fairly simple run-around-and-shoot-everything approach, you quickly cotton onto the fact that this tactic only works for the first few levels, and that a bit more finesse is required for later levels. By the time you get to Mission Seven, many of the levels are puzzles in the *Lemmings* mould, and successfully completing the level depends as much on you planning ahead as it does on your reactions. How exactly do you get past the helicopter, evade the gun turrets, blow up the bunkers and then blast down the stockade wall so that a civilian can escape to his house? Well, take it from me, it's hugely difficult and involves a tank.

Yes, tanks! And skidoos and jeeps and helicopters firing heat-seeking missiles. Whatever fearsome vehicles the bad guys have got, then at some point in the game you get to drive them as well and whenever you find a ramp, then rest assured there's lots of 'Dukes Of Hazzard' tomfoolery to be had.

To cap it all there are civilians too. There are cute little eskimos in the arctic, natives in the jungle and even moseying gunslingers in the desert, but you never know how they're going to react to you.


Alone in the arctic, our heroes suddenly started feeling nervous.

You want to know more before you buy this game? Blimey, how much? Okay, how about hyper-intelligent baddies in helicopters who'll trash you in the open, but can be evaded by hiding in the treeline or holes? How about a completely interactive terrain, so your troops bounce over every bump, slide across every ice floe, fall down every cliff and even sink in the swamps? It's another incredible game feature, since you can blow down fences with grenades and destroy huts with explosives, but you've got to look out for bits of debris as they fly off in all directions. You've also got to keep a look out for suspicious lumps in the ground as many of the levels are littered with lethal booby traps of all descriptions.

And you want blood? Good, 'cos *Cannon Fodder's* got masses of it, with each little guy blowing apart in a hail of gunfire, or lying around moaning and squirting after a spring-loaded spear has shot out of the ground and impaled him. And then there's the... Oh, just go and buy the flipping thing.

● *CAM WINSTANLEY*

> "Oh, just go and buy the flipping thing"

UPPERS Everything.

DOWNERS Nothing.

THE BOTTOM LINE

Buy it. **94** PERCENT

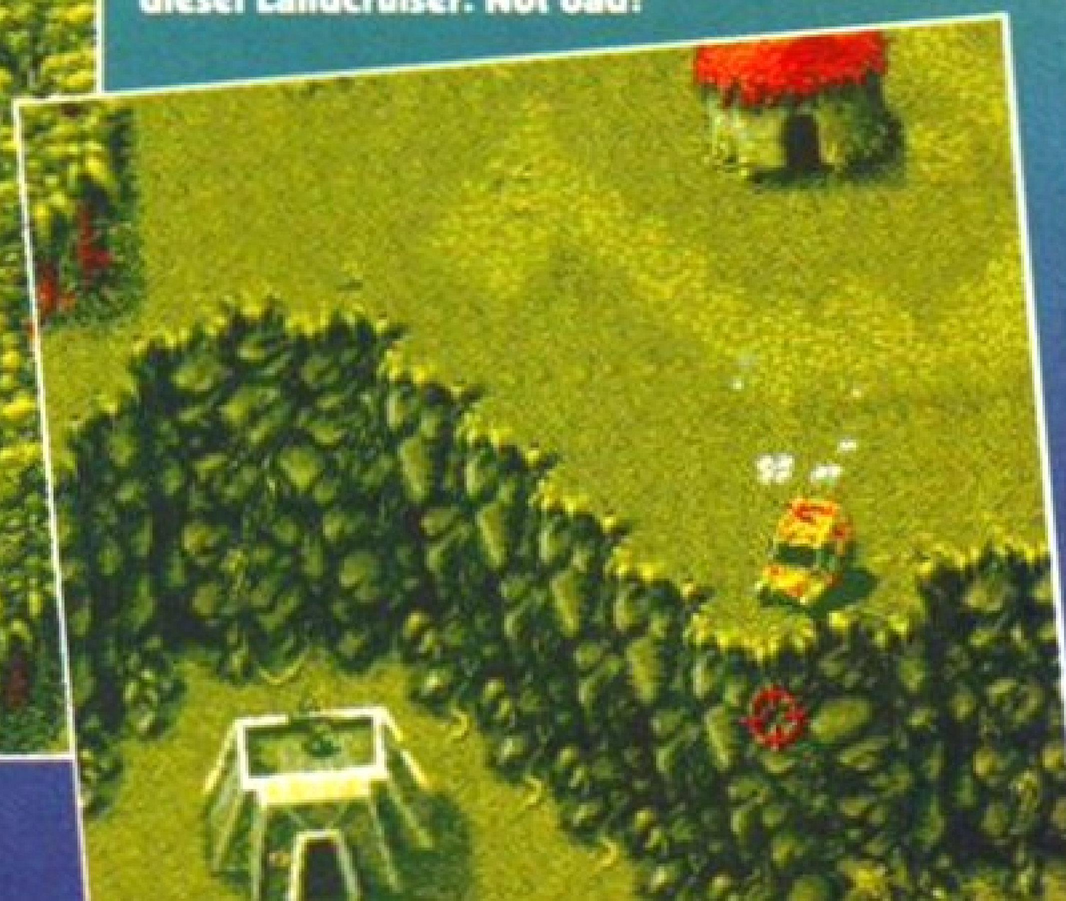
THE BOTTOM LINE

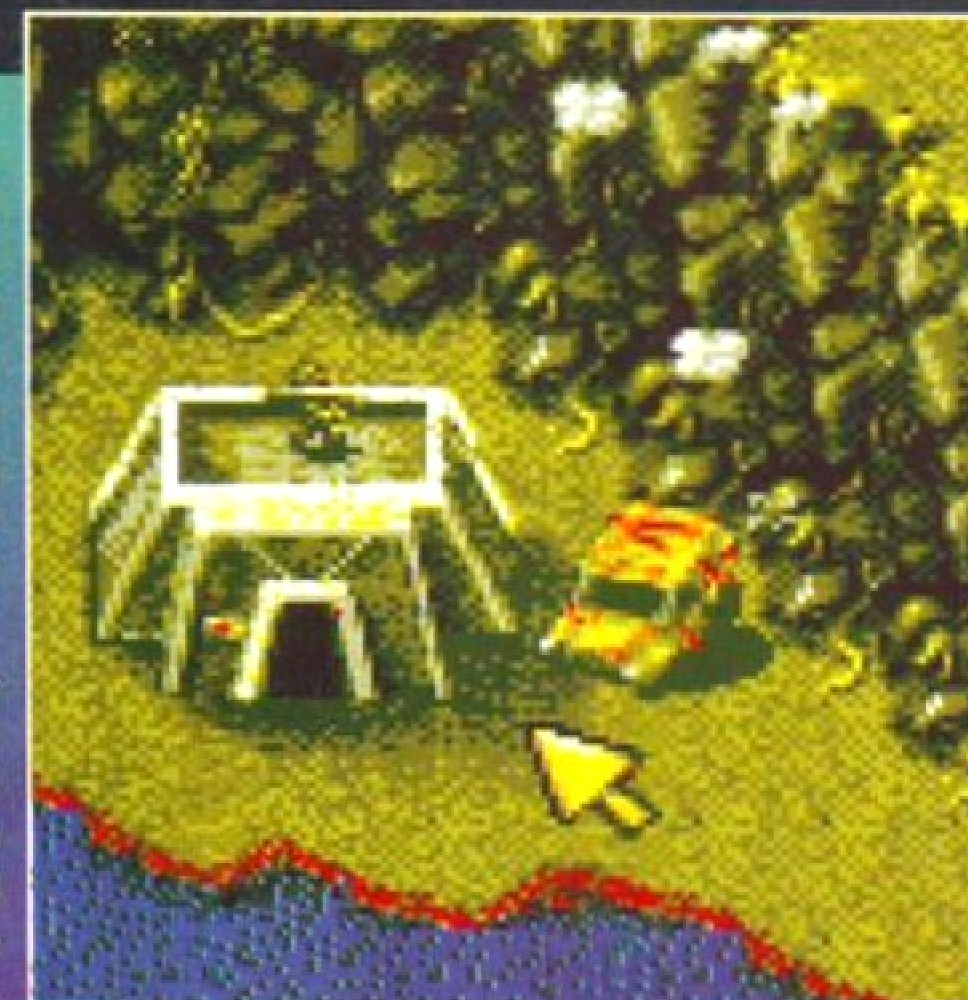
A1200 Buy it for your A1200.


Boom, crash, akka-akka, whizz, bang, spludge.

I LIKE DRIVING IN MY CAR


It's a jungle out there, as your lads head towards their groovy 4x4 turbo diesel Landcruiser. Not bad!


Left: You need the (hopefully) soft suspension of the jeep because jumping down this cliff just produces dead soldiers. Let's hope driving down doesn't have the same effect, huh?


Right: Hoorah, it works! Now all you've got to do is drop the guy with the bazooka and blast open the concrete bunker.



Game: Prime Mover
Publisher: Psygnosis
Authors: In house
Price: £25.99
Release: Out now. No, really.


...and now you, er, don't. Oh dear oh dear oh dear.

I CAN MOVE, MOVE, MOVE ANY MOUNTAIN

PRIME MOVER



What is it about racing games? After issue 30's fantastic violation of the laws of time in *F17 Challenge*, Psygnosis have picked up the gauntlet of ridiculousness and come up with something even more astounding – the amazing moving mountain. In *Prime Mover's* Japanese racetrack, the hilariously-named 'Nontendo' course, most of the scenery is dominated by a huge snow-capped mountain, looking not at all unlike the legendary Mount Fuji which appears in most Japanese racing-track games. As you crest the long hill coming up to the start/finish line, this imposing peak lies dead in your centre of vision, providing a strangely stirring backdrop to the action. Until your second lap, that is, when you notice with puzzlement that, as you climb towards the line, Mount Fuji (or, as it's probably actually called in the game, 'Mount Fudgy' or something equally side-splitting) has curiously and almost imperceptibly shifted a couple of screen inches to the right, leaving it halfway to the edge of the screen. Do another lap, and you'll probably be only partly surprised to discover that several million tons of earth and rock has somehow disappeared from view altogether. Oh dear.

Sadly, that's not the worst flaw in *Prime Mover*, only the funniest one. For a game that's been about two years in development, there's a stunning lack of almost anything at all in it. It looks like something from 1988 *(Super Hang-On*, which was more or less the Amiga's first motorbike racer, leaves this a mile behind graphically), there aren't any new or exciting features of any kind, the control is rudimentary skidding around, the sound is the usual drone combined with tuneless music, and the now-ubiquitous weather effects are simply a poor imitation of the ones everybody and their dog's already done. You rarely see any opponents after the start, there isn't any indication of where they actually are on the track map, when you smash into a roadside barrier at 140mph and suddenly drop to 50, you don't actually, visually, appear to be going any slower at all, the roadside scenery is the same all the way round most of the courses so there's no way of really learning the track layouts, which is the only way of getting round without hitting things (the incredible shifting scenery hardly helps), and... I could go on, but you'd only get depressed.

The Amiga motorbike-racing game market has long been dominated by two truly excellent titles. *Super Hang-On* is lovely-looking, arcade-fast and intensely exciting (and eight quid), while *No Second Prize* is beautiful in a different kind of way, equally speedy and thrillingly realistic. *Prime Mover* isn't fit to wax either of their leathers.

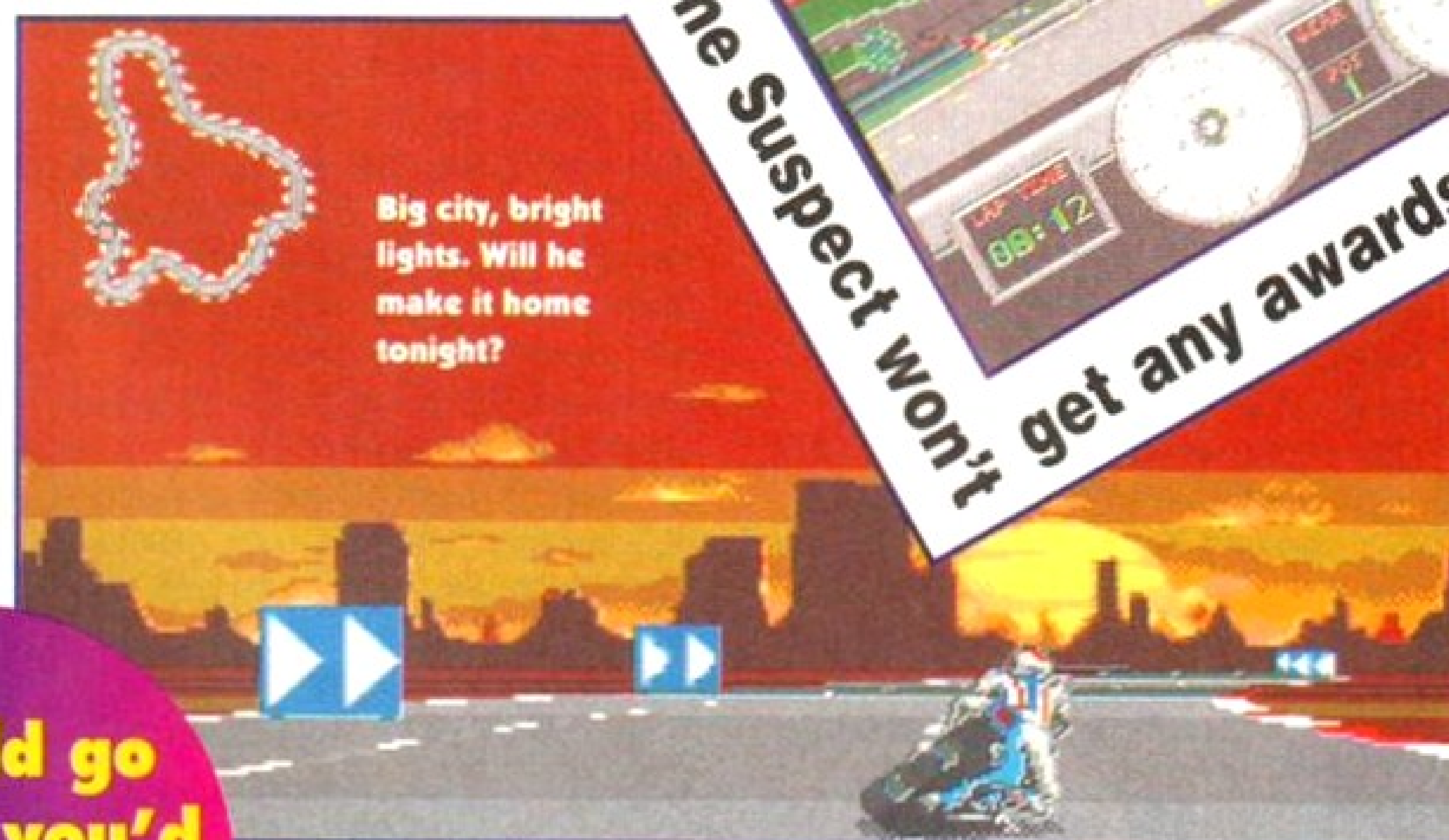
● *STUART CAMPBELL*

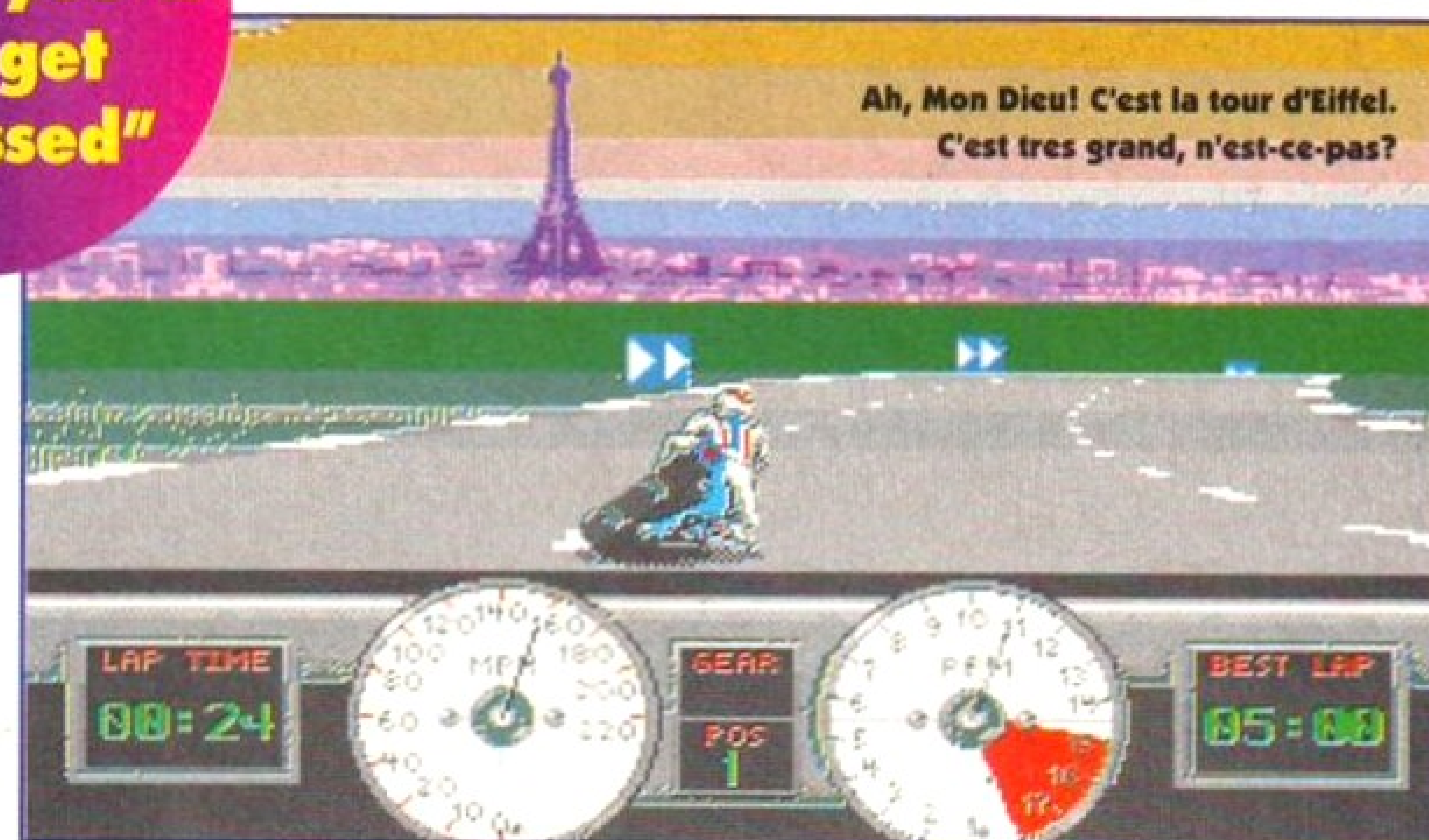
"I could go on, but you'd only get depressed"

I'm a pri-i-i-i-i-i-i-i-i-ime mover...

This Prime Suspect won't get any awards.


I'm the 'groover' – yeah!


Big city, bright lights. Will he make it home tonight?


Ah, Mon Dieu! C'est la tour d'Eiffel. C'est tres grand, n'est-ce-pas?

UPPERS It's another motorbike game. And at least you can buy it now and see how rubbish it is. Oh, I give up, that's all the good points there are.

DOWNERS Where are the opponents? Where's Mount Fuji gone? Why did it take so long? Oh, what's the point?

THE BOTTOM LINE

A dismal effort, which doesn't seem to have advanced in any meaningful way on what it was like two years ago. So far behind the current state-of-the-art in the genre that it's just plain embarrassing, and a complete waste of time and money for all concerned.

22 PERCENT

THE BOTTOM LINE

A1200 Get the picture? I said "a complete waste of time and money for all concerned". Like running it on the A1200's going to make it any better...

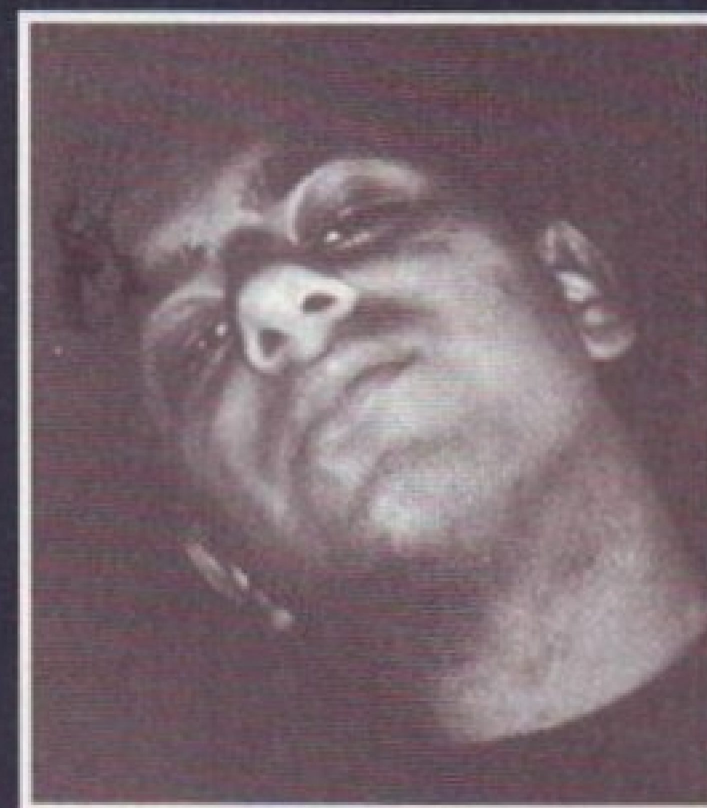


USELESS?

Then you need...

THE LAST RESORT

with Rich Pelley



In which AP's all-knowing, all-seeing, all-singing (all-dancing!) Richard Pelley shares his massive wisdom and helps you out with your game-related problems.

Hi chums! Rich here, with the answers to all the questions you've been sending in – apart from a few of the more personal ones, obviously. And if you have a query about an Amiga game then please send a covering note to: The Last Resort, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW. Your statutory rights are not affected. And now – ON WITH THE TIPS!

ANOTHER WORLD

Q "My request is a simple and banal one. Please could you give me all the level codes. I'd be very grateful."
Simon McCarthy, Suffolk

A From the stream of Last Resort questions received each month that could have been avoided by a glance through a back issue, I am led to assume that once read, people either lock their issues of AMIGA POWER in a vacuum to preserve their beauty for ever more, or they are plain too lazy to look through their collection. Either way, it's time for those *Another World* codes. Try **EDJI, HICI, FLLD, LIBC, CCAL, EDIL, FADK, KCIJ, ICAH, FIEI, LALD** and **LFEK** for size.

CURSE OF ENCHANTIA

Q "What must I do after I have got out of the well?"
Allan Andu, Holland

A By wearing the mask when you climb into the bucket (created by attaching the mud to the seaweed and the mud and seaweed to the twigs), the

CASES CLOSED

Of course, from time to time, there are conundrums that even the mighty games-playing brain of Rich Pelley cannot solve. In which case he asks you, the readers – and this is how you reply...

F/A INTERCEPTOR

Q Ben Cassie of Cornwall was having more than his fair share of problems rescuing the pilot and launching the pod.

A "Fly as low and slow as possible towards the drowning pilot. You should be aim to drop the pod (**Shift** and **F**) just before passing over the pilot by paying close attention to your rudder and external camera views (especially the satellite). By the way, does anybody know how to destroy the carrier sub? I've been trying for five years, having even landed on it before trying to blast it to smithereens. Any suggestions?"
Matt Bainton, Bristol

BLACK CRYPT

Q You probably didn't think that it was possible to hog The Last Resort in any way, but fans may remember that 13.741598 percent of issue 30's juicy pages concerned a rather hefty chunk of questions from Jonas Lindolmer of Sweden. And, unbelievably, someone was actually daft enough to reply. (I seem to remember some talk of prizes, so I'll see what we can do.)

A "(a) The Soultaker: To destroy the Soultaker you must have located all three crowns. (Cue sound of Jonas' jaw hitting the floor.) Don't worry – it's far more a matter of time than anything else. Put them on the skulls and the blocked passage will open. Go in and explore the area with haste where you will be confronted by the Soultaker.

(b) Medusa: She can only be killed with the mirror shield. Three mirror keys must be located in total. To her southeast is a door; go into the passageway as fast as you can and a wall will vanish. (Repeat if this doesn't work first time.) This leads to a new area which in turn leads to a key. You'll have to scan the walls for the switch to disable the teleporter to reach it.

(c) Ramdemons: Go down the hole. Run your eyes over the walls for a switch. One of the pillars will move, and you will get to use your 'O' key. Always use the Wizard Sight spell for auto-mapping and to reveal secret doors on the map.

The Blackjack armour? That, as you probably expected, is just armour."
Angus Brown, Aberdeen

CADAVER

Q (a) How do you...? (b) What does...? and (c) Where do you...? enquired Michael Hall of Clywd.

A "(a)... pass the two flares? Drop two sacks in front of the flares, then jump on the sacks. Place dipsticks in front of the sack to stop the flares and use the potion to get down and up again.

(b)...the lever in the room where you blow up the barrel do? Pull the lever for the blue casket (you should now have three). Insert a holy symbol in each casket, put the caskets into a strong box, pull the lever and collect the spell.

(c)...use the friendly slime? It collects otherwise unreachable coins and pushes objects out from under ledges."
David Evans, Bridgewater

CHUCK ROCK 2

Q Alex Collier of Maidstone had ground to a rocky halt trying to overcome Brick Jagger.

A "When Brick appears, run to the left. He will stop above you, then run right and he will come down. Hit him and repeat the process until he dies."
Daniel Jones, Banbury

THUNDERHAWK

Q The first mission of the Alaska campaign of *Thunderhawk* was getting on Ben Vowles of Bristol's goat.

A "Destroy the forces attacking Ice Station Omega (there's no need to destroy the buildings), then go northeast to catch a convoy of trucks making off with the biologicals. Destroy these and return to HQ. It's best to take a radar jamming pod for this mission as attacking aircraft can really shorten your day."
Michael S Hoffs, Glasgow



monster at the top of the well will try to kiss you, but jump down in disgust when the mask falls. Don't forget the gem behind the rock before heading off.

Q "But having talked to Ultar to gain entry through Weregate, how do you pass the cave section? I have entered the second cavern, but what are the skull combinations?"
Stuart Freeston, Bilston

A Look at them both, then pull the right one. Simple.

HUNTER

Q "On the Mission I can find the first man, and then get to the old man but he does not elicit any information. Can you help? I have also found every vehicle, with the exception of the hovercraft. Do you have any coordinates?"
Si Quinn, Bolton

A Bribery is the answer to your first query. Hand over money to the old man and continue doing so until he refuses more. TALK to him and he will reveal the whereabouts of the second man. And the hovercraft? A rough map that I once scrawled down reminds me that it's on the main island, sort of in the centre but over to the left a bit. There appear to be plenty of cars, vans and even the odd bike or two on the island, so go get one of those and scout around.

FIRST SAMURAI

Q "How do you kill the big baddy on Level Four? I have played through the level so many times I could do it with my eyes closed, but every time I reach the end I die."
Gareth Bright, Oldham

A I can sympathise with you here because once upon a time, I found myself in a similarly sticky situation. As with end-of-level-bosses throughout the globe it is a question of formulating then perfecting a certain strategy of attack. Mine was to stand towards the left of the screen, face left and let loose with a continuous stream of flying slashes which the robot should periodically walk into. It should be clear if he is going to hit you – in which case you can edge back; if you reach the edge of the screen then you can fire a dagger, leap over him as he blocks it and continue from the other side.

GOBLIINS 2

Q "Frustration has reached mouth-foaming proportions and sanity is at risk! *(Wahey. These* Gobliins *players are an excitable bunch. – Ed)* How the blazes do you get the egg from the chicken on the Giant screen?

I have tried strangling it, stoning it to death, even setting it alight. I did actually get the egg once before, but I haven't the faintest idea how."
Peter Marsh, Nottingham

A So let's just re-cap – to make sure you haven't missed anything. You've tried strangling it, stoning it and setting it on fire. But have you tried hitting it with a sausage? It's worth a thought.

INDIANA JONES AND THE FATE OF ATLANTIS

Q "I have followed your solution to the graphic adventure but have ground to something of a halt. Near the end we are instructed to find a crescent-shaped gear, the bronze-spoked wheel, the machine part and a bronze gear. I can find the first three, but where is the last? Nowhere in the entire solution is this information given."
David Washer, Wembley

A Wanna bet? Open issue 24, turn to page 80, and locate the first 'I' of the heading. Scan left a fraction and, in arguably small but perfectly legible writing you should see the words 'Bronze gear' and an arrow pointing to the relevant room. (It's near the machine room in the outer ring). Mine, I think, is a pint of Pepsi and some dry-roasted peanuts.

HOOK

Q "How do you get the Pirate's uniform? I've tried pinching it from Mrs Sweedles' washing line with the pole."
Sirish Parekh, Preston

A I trust you already own the hat. Knock on Mrs Smeedles' wash-room door but – and this is the trick – swing back on the rope before she opens it. Go back all the way round to round about where the game started and you should be able to snatch the jacket with the pole. If you were already doing this, you just need to do it faster!

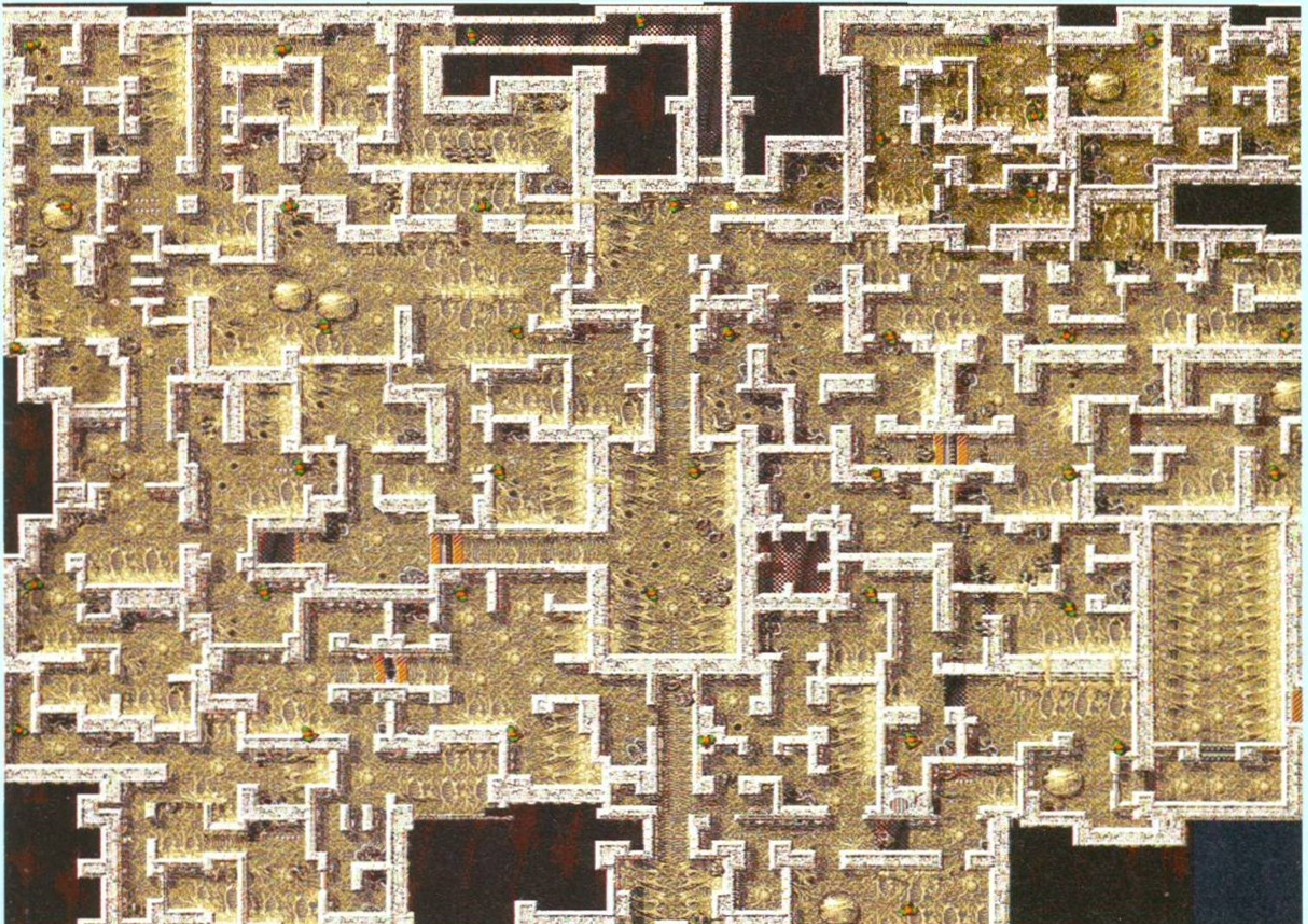
Q "I have no money to purchase a magnet to get Dr Chop's clock."
Kerem Cetindamar, Leicester

A Try to pick up the pots next to the portcullis on Hook's ship and you will find some gold. This should secure you the magnet from the Pirate tailors that you have been dreaming of.

ALIEN BREED '92

Q "Is there a map of Deck 12? I'd like to try and finish this one off before going out and getting *Alien Breed 2*."
Ellen Ripley, Fiorina 146

A Hmm. Tricky one. Oh, hang on a minute – will this do?



DO THE write THING

In the AMIGA POWER letters page, a year is a very long time. Exactly 365 days, 52 weeks or 12 months, to be precise. Anyway, here's a brief selection of some of the post we received during 1993 – just to give you some idea of what to expect when you go out and buy the magazine for real.

● Address your letters to: AMIGA POWER, 30 Monmouth Street, Bath, Avon BA1 2BW.

Issue 22 Feb '93
'SHAMANISTIC LEMMINGS'

Dear AMIGA POWER,
I like Shamanistic lemmings, me.
Me, I like Shamanistic lemmings.
I always say it boosts a lemming's credibility no end if he adds a few Shamanistic tendencies to his personality. The more the better in most cases.
But I digress. I like Shamanistic lemmings.
Me, I like Shamanistic lemmings.
Yours sincerely, 12 Rainbow Trout

Thanks for sharing that one with us, '12'. Seriously, the next person who sends any form of poem to 'Do The Write Thing' gets shot. We are not kidding.

Issue 23 March '93
'NOT A VERY PRETTY BUNCH'

Men of AMIGA POWER,
Don't any of you fancy Lisa Kellett? Go on, admit it, she's a babe. Even though you're not a very pretty bunch (in fact, you're all damn ugly) you should still ask her out. If she's still not taken then you lot are a sad bunch (apart from Stuart Campbell 'cos he's cool).
I'm yours forever, Lisa
Andrew, Germany

This is just one of the many letters we get every month singing the praises of AP's lovely Art Assistant, and, coincidentally, insulting the rest of us. Sadly, the only pic in this supplement is of 'cool' Stuart Campbell (page 2, fact fans), so you'll have to go and buy the proper magazine to check out the rest of the team in all their photogenic glory. Have fun now.

Issue 25 May '93
'I WISH TO PARTICIPATE'

To: AMIGA POWER,
I have seen your magazine and I wish to participate in it. May I have your terms, please?
Your friend,
Hameed Yousef Mhameed, Kuwait

Our terms, eh? Well, a couple of bunches of daffs and a Playpeople annual from 1976 should do it.

Issue 26 June '93
'BEING A PSYCHIATRIST'

To all at AMIGA POWER,
Whilst I'm probably one of the most aged readers of your periodical, a young at heart 53, I can't help but find this computer games lark just so jolly enjoyable. I've also found that it helps many of my patients. Being a psychiatrist, I've recently noticed how playing computer games reduces tension and allows patients an outlet for their anger and frustration.

Greg, before his tragic and unfortunate death, found computer games as a new way of taking his anger out on something, instead of his former way of venting his anger on himself. I truly believe that if the power cut hadn't taken place, he would still be alive today.

So, to conclude, I certainly believe that computer games are a good, entertaining way of recovering from mental illness, and that parents should be encouraged to support their children's gameplaying enjoyment.
Yours, Dr S Buscemi, Croydon

Yeah. What he said.

'A FREE POSTER OF WINONA RYDER'

Dear AMIGA POWER,
I don't like coverdisks. How about a free poster of Winona Ryder instead?
Yours, Dave, Herts

We're trying, Dave. Nnnngggghhh.

Issue 27 July '93
'PROFESSOR OF OBSTETRICS'

Did you know that the Professor of Obstetrics and Gynaecology at Kings College Hospital, London is called Stuart Campbell?
Simon de Rivaz, Cheltenham

No, but if you hum it, we'll – no, that's not right.

Issue 28 Aug '93
'OTHER PEOPLE MAY HAVE CONSIDERED COINCIDENCES'

I've worked it out – I know the solution to life, the universe and everything! Or, to be more specific, I know what's happening to the AP team. Every time I open up the new issue of AP, I turn to 'Just Who Do We Think We Are?' to be greeted by a myriad of new faces. What's happening to the AP team? Just when I get used to one reviewer's style, they're off. Where are they all going? I refuse to believe that they all moved to different magazines. No, [DRAMATIC PAUSE] I know what's happening to them – I've connected a number of things which other people may have considered coincidences to arrive at the obvious conclusion. Firstly, who is the only member of the team (apart from good old Jonathan Davies, who doesn't count) that has been with the mag since the beginning? Secondly, why does said person nearly always appear in dark glasses with a fan hiding his face? Why is this person apparently so good at games?

ELOCUTION LESSONS winner

Issue 21 Jan '93
'WE CAN HANDLE A FEW MORE RUDIES'

Dear Persons at that great magazine called AMIGA POWER,

Crap, crap, crap, crap, crap, crap, crap, crap, crap, crap, crap, crap, crap, crap, crap *(Snip! – Ed)*, crap, crap, CRAP! Is this the only naughty word you're allowed to print (apart from '*@!fl' which I don't understand)? Your reader poll discovered that 79% of your readers are 15 and over – I think we can handle a few more rudies.

As the great Ben Elton once said, "TV is built on the superstition that only a three-year old with a sponge for a brain is watching." I sometimes wonder if this magazine is like that, frightened to print a word like *(We can't print this word. – Ed)* just in case a three-year old will read it and copy you.

The frequency of the word "crap" is phenomenal. For example, in the Downers section of issue 19's *Pool* review, Stuart says, "maybe it's just me being crap." This could have been replaced with "maybe it's just me being crap *(We can't print this word. – Ed)*" to much better effect. If the word *(We can't print this word. – Ed)* upsets that miserable *(We can't print this word. – Ed)* Editor of yours, you could edit key letters like the 'i' in *(We can't print this word. – Ed)*. You could refer to the controls of *Kick Off* as "The controls are an absolute *(We can't print this word. – Ed)*, but they're a piece of *(We can't print this word. – Ed)* when you get used to them."

For that very nice letter, can I please have a copy of Civilization for my Amiga?
Yours *(We can't print this word. – Ed)*ingly,
Dale Bird, Cannock

(We can't print this word. — Ed)* off. But seriously, Dale, it's a funny old world. You can put Die Hard on the telly, no problem, with hundreds and hundreds of people being horribly killed, shot in the knees and oozing blood everywhere, but every time Bruce Willis says "(We can't print this word. — Ed)", it has to get dubbed out so he looks like a goldfish, or replaced with "Flip", or something equally ridiculous. Of course, swearing for its own sake isn't big or hard or clever. But, personally, I don't think there's any such thing as 'bad' language (except in the sense of having a crap command of English), only language with different levels of expressiveness. How can a word ever possibly be offensive in its own right? It's a word, for God's sake! (Actually, better be careful, the 'G' word's a bit borderline as well). That said, the 'Moral' Majority (in fact a very small minority with ears in high places) exert a powerful hold on this country, to the extent that a magazine can be removed from shelves for printing the most ridiculously wet of phrases – our erstwhile sister magazine Your Sinclair was once stopped from using a covermounted door hanger bearing the words "Bog Off" (oh no, we're in trouble now!), on the grounds that WH Smith, purveyors of the printed word to a nation, refused to stock the magazine if it went ahead with it. We ourselves can't even use the word 'sod' (taking our careers in our hands here), because, seemingly, it's actually short for (It is, and we can't print this word. – Ed). It's a sick and disgusting state of affairs, but there's not really much we can do about it. If it'll make you feel better, though, feel free to ring us up every month and we'll tell you down the phone which words we really wanted to say every time we actually used 'crap'. Okay?



DO THE write THING

Yes, Stuart Campbell is a VAMPIRE! He's devoured the old AP team members – look out Cam, Steve etc! I reckon the only reason JD hasn't been noshed is because he doesn't taste very nice.
I will not obey authority!
The Scarlet Helmet, Derbyshire

Oh God, it's going to be one of those days, isn't it? – Stu.

Issue 29 Sep '93
'THROBBING LOVE GUSSETS'

Congratulations on the new addition to the Power Family – The Secret Garden. *(Which is what our Reader Ads page is called, for no very good reason we can currently remember. – Ed)* Particular congrats are due for the decision not to include a lonely hearts column. It's a well-known fact that computers are of far more interest to males than females, although it still baffles me why. A lonely hearts column only serves to raise the hopes of those sad, sad individuals who have neither the right nor the confidence to walk upon this grey and unpleasant land. Do these people not realise that my stomach is strongly offended with every mention of throbbing love gussets that seem packed into the classified pages of every publication? Anyway, you haven't included such a section, so I'll get off my soapbox and on to the point of my letter.

What ever happened to the great articles that first enticed me to buy POWER back in those Matt Bielby golden days? You should make a lot more of the good ideas you have – for example, the Right Profile in the July issue. Great! I'd like to hear about the views Jon Hare has with regard to the software industry, or even his views on nothing in particular, but lay it on thick! The same applies for beefing up Diary Of A Game – you could drop the coverdisk, as far as I'm concerned, but give me something substantial to read.

I remember in my infancy as a gamesplayer picking up Your Sinclair. It always had something worth reading, even if the feature had bugger all to do do with computer games. One month I saw an article about the magazine staff having a paintball match with a local police team, just when paintball was new to the country – come to think of it, I think your very own Jonathan Davies was involved. Regular readers know who you are, I think you could do articles about what you get up to as a team.

I'm probably in the minority with my views, and I understand you have to cater for the larger part of your market, but I hope you'll consider these views in future months. I'll continue to buy POWER because it offers an unrivalled reviews, tips and previews service better than anyone else in the whole world. It's still the best mag in the world of computerdom.

Thanks for letting me sound off!
Yours faithfully, Phil Helme, Bolton

You've kind of answered your own question at the end there, Phil. I used to love those ridiculous old YS articles too, but from the rest of the mail we get it seems as if most readers think we're quite self-indulgent enough already, thanks. I think maybe those happy, innocent, carefree days are gone forever.

'IN ADDITION TO SOME OTHER PEOPLE'S'

I am 25 and have all my own, in addition to some other people's, teeth.
Randolph X, Edinburgh

PSYCHIATRIC HELP winner

Issue 28 Aug '93
'HUGELY EROTIC'

Re: Cute Games,
Please tell me which institute you let your Staff Writer Cam Winstanley out of, and don't you think the authorities will find out where he is after his recent articles in your magazine?
I find both articles biased and twisted – it's painfully obvious that Mark only likes one type of game and is unwilling to give any other type of genre a chance. It's like giving a film reviewer who loves horror films Sommersby to write about.

Another thing that I did find strange and rather annoying was the fact that I found Mark Winstanley in a bunny rabbit suit hugely erotic. Please advise me.
Yours forever,
James L Carter, Crawley
PS Any chance of Linda in the bunny suit?

Nurse!

Issue 30 Oct '93
'A LARGER-THAN-LIFE PSYCHOPATH'

I'd just like to congratulate Mr Cam Winstanley, author of that brilliantly over-the-top review of *Walker*. Every mag needs a larger-than-life psychopath and he fits the bill perfectly, giving your already excellent mag an edge over competitors.
Geoff Noonan, Rudgewick

Cheers Geoff. I expect you're pretty 'on the edge' yourself. – Cam

Issue 31 Nov '93
'VERY BORING-LOOKING LADIES'

To Ye Olde AMIGA POWER,
One morning, as I was leafing through the pages of The Bristol Evening Post, I happened to find the nominees for the 'Miss Bristol' competition. Amongst the other very boring-looking ladies, I saw a name that jumped out and thought "Oooh, that sounds familiar." I sat and thought for a while and remembered where I'd heard it, rushed upstairs to get my AMIGA POWER and found that it was Lisa Kellett!

I phoned up to vote for her right away, and I think she should win, so just dial right now. You'll have to hurry because the lines close at 12 today. *(That's that sketch knackered then. — Ed).* Why not, if she wins, do a centrefold of our lovely Lisa?
Love, Duane Dibbly, Clevedon

Sorry – it's another Lisa Kellett letter. We did warn you. But now you really do have to buy the magazine in order to find out what she really looks like. Don't you?

Issue 32 Dec '93
'I GET A @ BY PRESSING SHIFT AND 2'

I have had my computer for about six months and am having a few problems. I had an Atari 1040 for about two years previously, but when I heard about the new Falcon not being compatible and the ST being discontinued, I bought an A1200 with a 64 Meg hard drive.

I print from a Canon BJ10 Ex which served me well on the ST. I have Pen Pal installed on my hard drive which I use to do my assignment for University.

The problems I have are:

1. When I print, it takes about 5 minutes for a single page of text. It seems fine on *DPaint* but is far too slow on Pen Pal. I bought a new printer driver from PD but that doesn't help. How can I get my printer to print at the speeds I know it can?

2. The keymap is set on American, meaning I get a @ from pressing SHIFT and 2 instead of the desired ". How do I change the keymap to UK?

3. I used to sample/sequence music on my ST. Exactly what equipment and which is the best value for money, would I need for the A1200 to be able to sample and sequence? I have a MIDI keyboard.
Yours, Rodger Wyber, Bickleigh

Although AMIGA POWER quite clearly presents itself as a dedicated Amiga games mag, some folk still persist in asking us technical questions. We decided to let Stuart answer these ones:

1. Are you deliberately trying to annoy us, Rodger, or are you just the stupidest person ever to walk the face of the planet, ever?

2. Try ramming a fork into your eyeball, that might do the trick.

3. You're at University, Rodger, surely you must have at least some kind of vague inkling of what the phrase 'dedicated games mag' means? Surely?

SOCIOLOGY DEGREE winner

Issue 27 July '93
'A SEVERE BEATING'

The other day I was on a bus when I heard two young boys arguing about which computer mag is best. One thought AP was good, while the other thought Amiga Format superior. The discussion soon became heated and a fight broke out. It was a close contest, but the lad supporting AP was definitely ahead on points when I intervened.

"Boys," I said, "what do you think you're doing? When I was a lad there weren't any computer mags, no computers, no TV, and if you wanted music you had to sing. You just don't know how lucky you are."

I think this kind of violence is indicative of today's society. In years past, if you had a fight then the local bobby would skelp you about the head. You thought twice about fighting again, I can tell you. At school, lateness, disrespect and speaking out of turn all resulted in a severe beating. Yet there was none of the violence which is so common in today's schools.

All we hear from today's youngsters is that there's nothing to do. Put them to work, that's what I say. I fought in the war for today's youth; well, the Cold War anyway. Once I had a snowball fight with a Russian exchange student – I would've won if he hadn't hidden behind a wall.

The reason I'm telling you all this is to introduce a new argument into the 'causes of violence' debate. Computer games, television and films are not to blame – it's the idiot politicians who keep prattling on about 'Victorian values'. Every night some politician is on the news wittering on about subjects they know nothing about. Your reaction? "I'd love to smack his face in," and there we have it – violent thought. There is a direct correlation between the increase in viewing time given to politicians and the increase in violence.
Ian Ritch, Dundee, Aged 24, single, unemployed, hacked off, and making a vain attempt to double the AP mailbag

PS: You still owe me a prize from several months ago. It's not fair, but that's life. Speaking of which, I have a turnip whose shape you wouldn't believe.

Ian – it's in the post, okay? Just leave us alone, please.


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The A4000 may be a bit out of your price range, but could you build your own for less? Tech boys Nick Veitch and Richard Baguley explore the idea of upgrading an existing 'obsolete' machine.

Build your own A4000

MAKE NO MISTAKE, the A4000 is an excellent machine. You might well wish to buy one – but could you build your own cheaper?

We're not suggesting that you go out and buy a soldering iron and send off a large order for electrical components to Maplin, but could you construct a machine of similar performance from third party expansions that are readily available? Could you upgrade your present machine to A4000 performance, without having to actually buy a real A4000?

To start with, you will need some form of Amiga, and unfortunately nobody but Commodore seems to make them.

So which of the range would you start with? The A500 is a good solid workhorse, but lacks the expansion capability that we would need for this project. The A2000 would be a better choice, but you can get a even better bargain with the A1500.

For £399 Silica will sell you a 1500 with a load of software and a PC Bridgeboard thrown in. Second-hand you can easily pick up an A1500 with some form of hard drive for about £450. Check through local papers, the small ads and classifieds in *Amiga Shopper*.

The A1500 has plenty of room for expansion. It boasts a total of seven slots for PC and Amiga expansions, plus a CPU slot for accelerator cards and a video slot to plug custom video cards in.

You've got the basis now, but you'll need to expand quite heavily to get anywhere near the specifications of the A4000.



The A4000 – it's nice and it costs a lot of money. Could you get a better performance for less?

HITTING THE TARGET – WHY YOU REALLY NEED RETARGETABLE GRAPHICS

Retargetable graphics (RTG) has been one of the most talked about but least understood aspects of the Amiga. Commodore have promised support for it in future versions of Workbench, and several graphics card manufacturers already have models which boast RTG features.

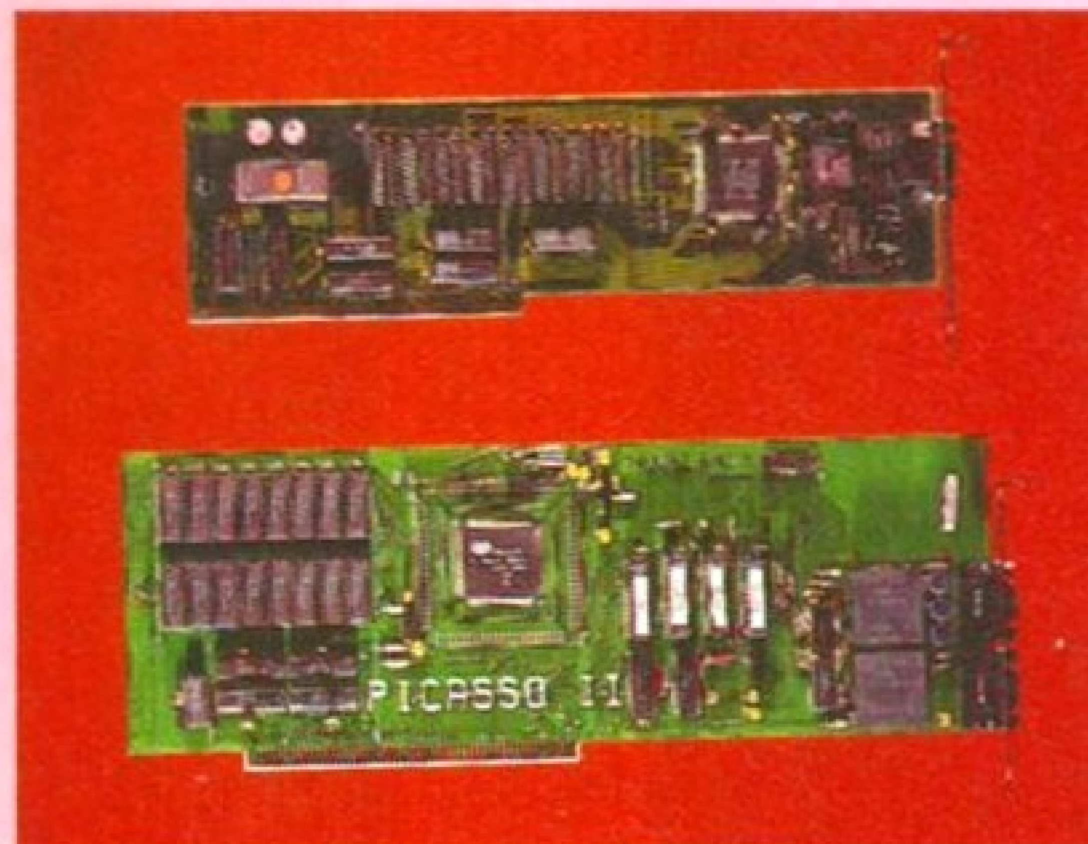
RTG has been present on the Apple Mac for years, so you can run programs Like *Photoshop* on anything from a black-and-white to a 16-million-colour Macintosh. So what does it all mean?

The basic idea behind it is to make programs independent of the graphics cards they run on. So you would be able to run any 24-bit paint program on any 24-bit graphics card. The program doesn't talk directly to the card, but accesses the card through the operating system. Every different graphics card has a special library which tells the operating system how to write to the card. This means that as far as the program is concerned, all graphics cards look the same. All the work of actually producing the screen is done by the operating system.

This all sounds very well, but what's needed is a standard, so both the manufacturers of graphics cards and programmers can start producing hardware and software that complies with it. Commodore have promised a standard, but it's not yet appeared.

Several manufacturers have RTG features on their graphics cards (such as the Picasso II and Retina), but the only standard which covers several cards is the EGS (Enhanced Graphics System), pioneered by manufacturers GVP.

All manufacturers have indicated their willingness to comply with the official Commodore standard once it's defined, so let's hope that Commodore get a move on and help make the Amiga a more professional video machine.



The Retina and Picasso cards are very good alternatives for the non-AGA set. A 256 colour Workbench can still be yours.




WITH A MASK AND A SWORD, IT'S THE SWASHBUCKLING ZORRO SLOT...

The Zorro slot on the A1500 is, indeed, a fox so cunning and brave. In fact they all are. There is a total of four full Zorro slots in the A1500, and three PC slots.

The PC slots are useful if you have a PC Bridgeboard, because you can install PC cards such as an AdLib sound card or whatever. In fact they are still useful even if you don't have a Bridgeboard – expansion cards for the Amiga only use the slot as a power source, and these will work just as happily in the PC slots.

The Zorro slots themselves combine a power supply and an Address/Data Bus so the card can communicate directly with the CPU. Because Zorro slots are so flexible, almost any sort of device can be added to the Amiga, from broadcast quality video cards to sound samplers.

The A3000 and A4000 series machines have a Zorro III slot, which is even more powerful. It uses a multiplexed Address/Data Bus to virtually double the rate of information transfer. This would be very useful if anyone ever produced a Zorro III compliant board, but very few such boards have actually appeared so far.



The Zorro slot can house a multitude of add-ons, ranging from hard drives to 16-bit samplers, SCSI interfaces and virtually every device known to man.

Those AGA chips are all the rage in 1993 and are probably the first thing to worry about. The A4000, in case you're not aware, uses the completely updated AGA (Advanced Graphics Array) chip set which has a number of extra graphics modes.

The most important of these is HAM8 mode, which enables suitably equipped machines to display hi-res images in up to 264,144 colours. Not bad, really. The 256-colour mode is more useful on an everyday basis, though, because it doesn't use up any valuable processor time.

There are no way that you can upgrade an older machine to the AGA chip set. It isn't just a matter of popping in a few new chips or anything like that. The AGA chip set involves a complete new architecture which affects the way the entire motherboard of the computer is laid out.

But if the major difference is just a few graphics modes, why bother?

There is a number of very cheap display cards available for the Amiga. These don't bother with HAM8 and all that cunning kludge business – instead they go straight for 24-bit, which gives you a total of 16.8 million colours to play with.

One tempting choice of 24-bit card is probably the MacroSystem's Retina, which is the original, useful, inexpensive 24-bit graphics card. The Retina is much more than just a display device, though. As well as performing framebuffer tasks, such as displaying static images, the Retina can also handle animations.

Probably more important is the ability of the Retina card to display normal Amiga application screens. This is done by using an emulation program and a software library to redirect Workbench.

It is a form of retargetable graphics (see panel below left), in that the software fools the applications into opening windows on the Retina display rather than the usual RGB Out at the back of the Amiga.

This feature works without the co-operation of the particular application in question, so it is quite cunning. However, it is not always entirely successful.

Retina does not support screen dragging, so you can't look at two tasks simultaneously. It therefore has problems with programs such as *Deluxe Paint*, which open tool bars and requesters using overlay screens on top of the main screen (such as the Palette requestor).

The upshot of this ability to display application screens, is that you can happily run many applications, including Workbench itself, through the Retina. While the programs may not be able to take advantage of the extra colour resolution, some of them can take advantage of the greatly increased pixel resolution.

The Retina can display screens at up to 1440 by 566 pixels in a non-interlaced screen mode. Many applications, such as *Directory Opus, Professional Page, Professional Draw* and *Maxiplan 4* can make use of this enhanced pixel resolution.

THE EASY A3000 OPTION

Another thing to consider is the A3000. Yes, it is a little out of date, yes, it does only come with Workbench 2, yes, you do have to boot Kickstart from disk.

On the plus side of things, you can pick up an A3000 for around £700 – a lot less, in fact, if you pick it up second-hand. It comes with a 25MHz 68030 – a full version with an MMU, an FPU and a SCSI interface. It also features four Zorro III slots, which means that the latest range of Amiga peripherals can be plugged in and used (when someone finally works out what the Zorro III standard actually is).

Slap in a Retina or Picasso board and you're away. Total cost, just over £1,000. The stock A3000 wil outperform the A4000/030 without too much trouble, as Richard Baguley keeps pointing out to anyone who will listen.



The A3000 – a nice machine, although a bit fussy. Its main advantage as a starting point is that it is cheap and has Zorro III slots.



The G-Force card is much more than just an accelerator – it has a SCSI interface too.

Speed is the second thing you have to worry about. A graphics card will help out here, because it uses its own graphics memory which is incredibly fast, but obviously you will need a new processor card to match the power of the A4000.

The 4000/030 runs off a 68EC030 clocked at 25MHz, so obviously you are going to need something better than that to impress your mates.

There are quite a few accelerator cards available for the Amiga, but probably the fastest and best in terms of compatibility is the G-Force accelerator from GVP.

This comes in many versions, but the top spec model includes a full 68040 chip running at 33MHz. The card also includes an extra serial and parallel port and a SCSI interface. 32-bit wide memory can be added to the board up to a total of 64Mb, using GVP's own 16Mb SIMM modules.

Also still available, although no longer in production, is the Zeus 040 card from Progressive Peripherals. This card is very similar to the GVP one, but is slightly faster according to our tests (*AF*49).

In order to be faster than the 4000/030 all you really need is an accelerator which has a 68030 clocked at more than 25MHz. If you got the 40MHz '030 version of the G-Force card, you would only have to shell out £699 – not bad really, as this gives you a RAM platform and a SCSI interface as well as a fully functioning 68030 chip, clocked at nearly twice the speed of the one in the A4000/030.

An FPU, incidentally, is a maths co-processor which works in tandem with all processors from the 68020 up, and dramatically reduces the time taken to perform many mathematical calculations.

Memory, and lots of it, is the other big advantage that the A4000/030 still has

Continued overleaf

Shopping List

Amiga A1500:	Silica or s/hand, £399
Retina:	Amiga Centre Scotland 089 687 583 £345 (1Mb)
G-Force :	Silica Systems 081 309 1111 £699 – 1299
Megachip2:	Power Computing 0234 843388 £159
HC8:	Silica Systems 081 309 1111 £199 (42Mb)
XL HD Drive:	Power Computing 0234 843388 £79.95
Grand Total	£1,880.95

over our Frankenstein machine. Even the meanest of distributors is supplying the 4000 with 1Mb of Chip RAM and 1Mb of Fast RAM on board.

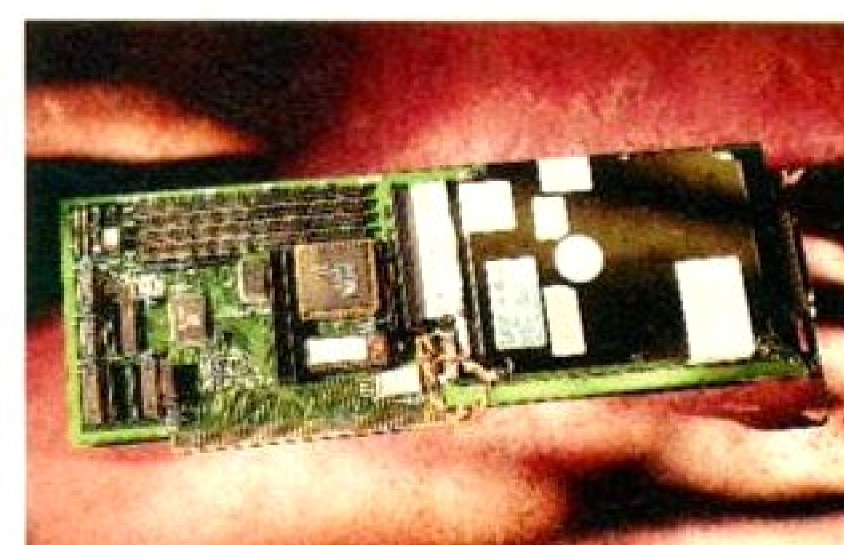
Matching the Fast RAM capability isn't really a problem. It is usually solved at least in part by your accelerator card. Most accelerators, including the G-Force which we picked out previously as a good bet, have slots for 32-bit wide Fast RAM.

The RAM is usually installed as either a ZIP or SIMM package, readily available if you search through the small ads of *AF*. 32-bit RAM gets over the Autoconfigure memory limit (9Mb with Kickstart version 2). 32-bit RAM can be mapped "over the top" and be directly accessed by the processor on the card.

In practise, this 32-bit RAM is faster than the 32-bit RAM on the A4000, because it can be accessed in such a direct fashion without fiddling around with all the messy Bus protocol that slows down memory operations on the A4000.

This doesn't solve the other problem, though. In non-AGA machines, the maximum amount of Chip RAM which can be used by the system is 1Mb. This is normally enough for most people, but if you use applications which make extensive use of custom chips, it may be a bit restricting.

The sort of thing affected is samplers, graphics programs such as *DPaint* and anything which uses HAM. This software relies heavily on the custom chips, and since the custom chips rely on Chip RAM, you may find yourself short. Chip RAM may also be required by other devices which make use



The Trifecta is a rather useful SCSI expansion card for any Zorro-compatible machine.

of the custom chips.

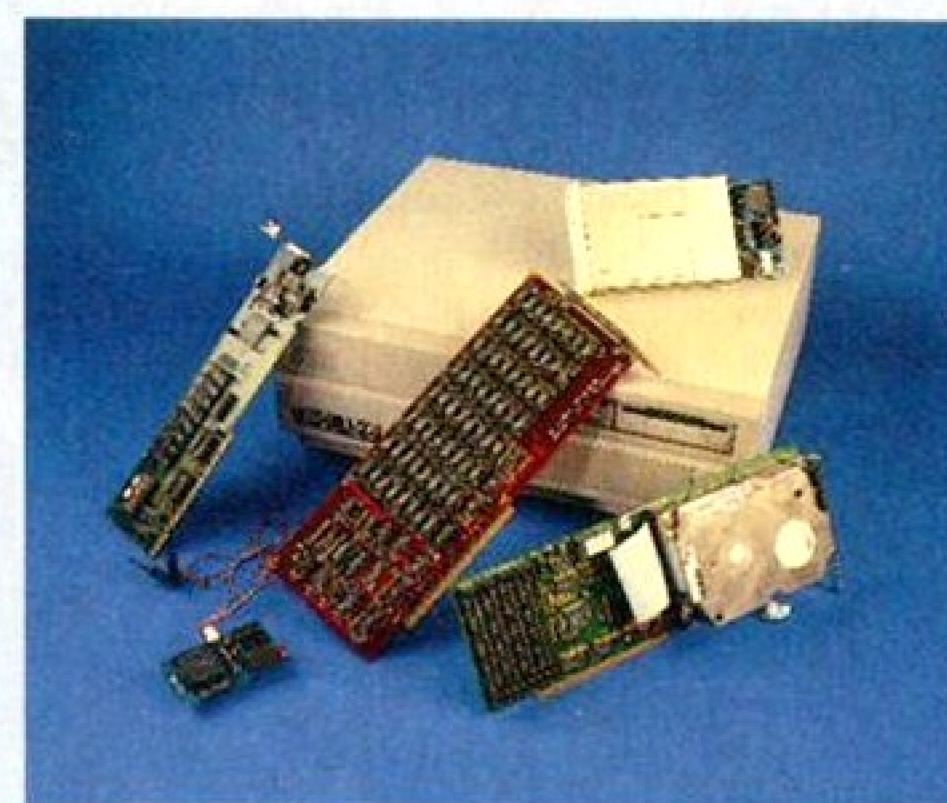
The answer to this problem is the Power Computing Megachip2. This is a small board, complete with a 2Mb Agnus and four Zip packages, which simply plugs into your existing Agnus socket. The only problem with this is that as your original Agnus is still in the socket you will have to remove it.

When the board is in place there are four crocodile cables to connect to your Gary chip, and then you are set. Make sure you get the right connections otherwise you could do some damage. You will know if you got it wrong, because the Amiga will probably just display a red screen at boot up. Probably the most important thing is to get the chip the right way round.

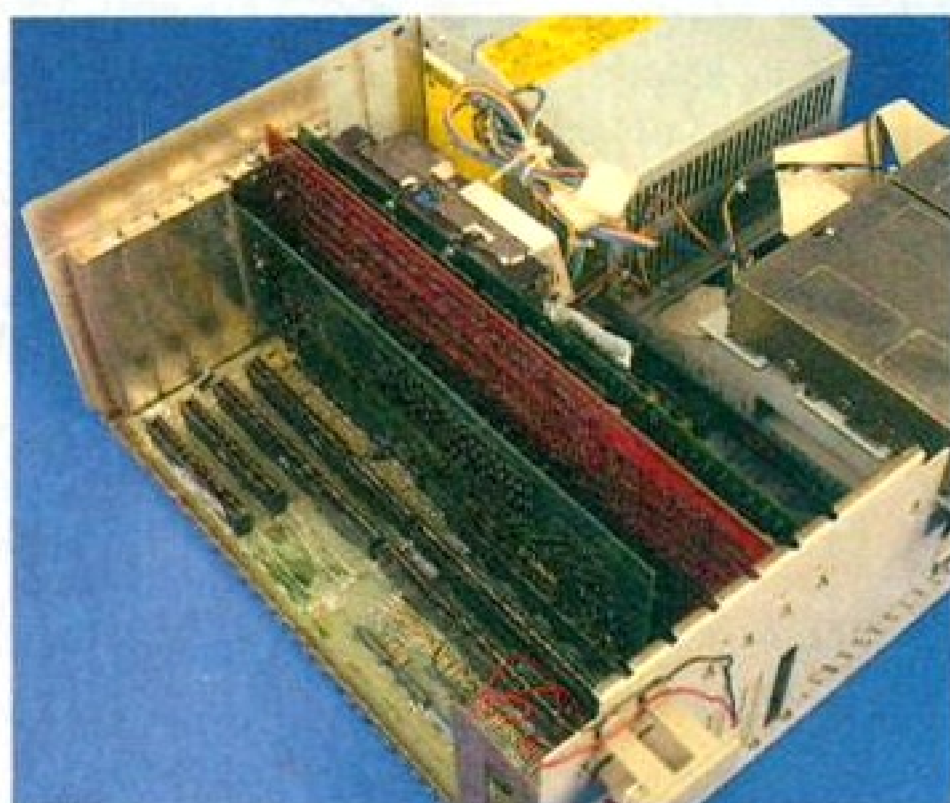
High Density disks, if you want to get really fussy, are probably next up, doubling the storage capacity of each floppy you use. Commodore plan to do an official HD upgrade for the A1200, but there are no plans for the older machines: which is a bit of a shame, because after Kickstart 2 they

AND HERE'S ONE WE MADE EARLIER

It is all very well saying how easy it is to upgrade your machine, but are we just saying that, or did we really get our own hands dirty? Well, actually we borrowed a sad and defunct A1500 from *Amiga Shopper* (which has a great collection of sad and defunct things) and soon had it filled up with lots of exciting extras to make it the most powerful machine in the office (if you don't count Sue's brain). Here is how it all came together...



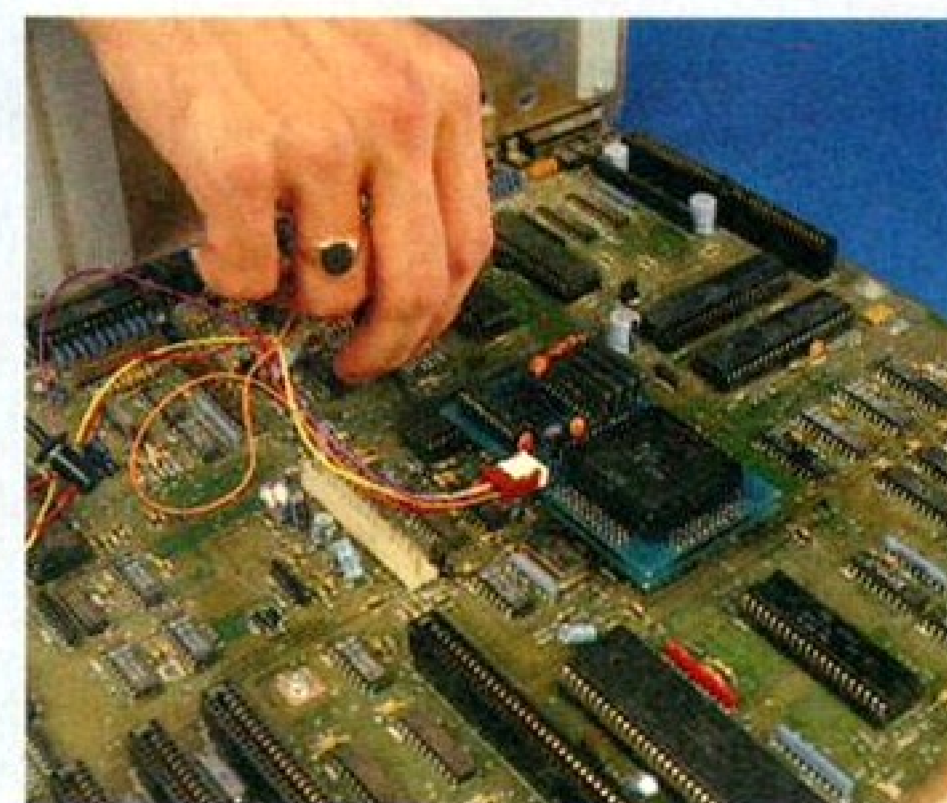
1 What a lot of kit we've got! Now all we have to do is find some cunning way to shoehorn it all inside that horrible, knackered old A1500 box.



5 Not a saucerful of secrets, but a 1500 full of Zorro cards. The cards you need to add are really up to you, but a hard drive should be high on the list.



6 Remove the Agnus (preferably with the correct tool) and note the orientation. Then slip in the Megachip2 board, pushing home firmly.



7 Attach the crocodile leads very carefully. They must be attached to the correct pins and they must not short out the legs of the Gary chip.



THE PROS AND CONS

ADVANTAGES

- Faster than stock A4000
- Better colour resolution
- Compatible with existing software
- Better performance/price ratio

DISADVANTAGES

- Non-AGA software compatible
- Custom chip operations are slower than the 4000
- Zorro II standard only

FINAL SPECIFICATION

Graphics – 24-bit (16.8 million colours)
Processor – 68040 @ 33 MHz (20+ MIPS)
Chip RAM – 2Mb
Drives: SCSI and High Density floppy

are all capable of running HD drives. Fortunately, Power Computing have now released an internal version of their much celebrated XL drive. This mechanism comes in two versions, one for the A500/A1500 and one for the A600/A1200. Both versions use a high-quality Sony mechanism which actually transfers at speeds slightly faster than the A4000's internal drive.

The drive can also be used by *CrossDos* to access high-density PC disks, just like the A4000. The final formatted capacity of your disks under AmigaDOS will be up to 1.8Mb (depending on which filesystem you choose). PC formatted disks will be the standard PC capacity, 1.44 Mb.

On the hard drive side of things, the A4000 comes complete with an IDE interface and mechanism. This is a great bone of contention between enthusiasts and Commodore, because although the drives are cheap, they are not as fast as a SCSI mechanism. This is an excellent opportunity to go one up on the A4000 owners by getting a SCSI card, or even a SCSI 2 card which is faster still.

SCSI 2 can give transfer rates of around 5.5 Mb/second. This interface is included with the G-Force accelerator, or it can be obtained separately in the shape of something like an HC8 card or Trifecta.

What, in the end, do we make of it all? Looking at the prices, it becomes apparent that, depending on the kind of deal you get when getting hold of some of the older stuff (the prices of a lot of the older GVP equipment have been falling for some time) it would probably be slightly more expensive to upgrade your A1500 to the top specifications. However, these specifications are far in excess of the A4000.

If you already have an A1500 or A2000, then it would probably be more financially prudent to upgrade than try to finance a completely new machine. Remember that you don't need an '040 accelerator to beat the A4000/030.

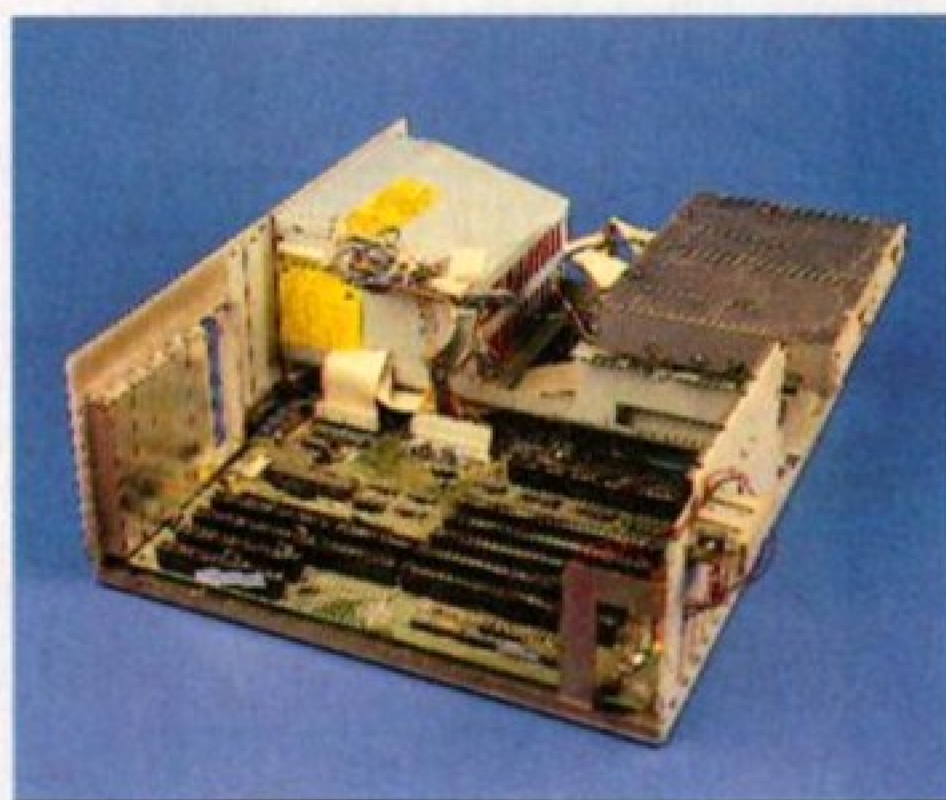
If you compare the price for an A4000/040 (£1,799) against an upgraded A1500 (around £1,599) you'll see that it is possible to create a faster machine for less money. Be aware also that these prices are simply guidelines. If you shop around, go to shows or keep an eye on the local papers, you will probably be able to pick up most of this equipment, particularly the accelerator cards, for much less than the prices quoted here.

It is also something which can be more easily achieved in stages: starting, say, with the A1500 and a SCSI drive, getting a display card, then the accelerator and finally the Chip RAM expansion – you won't find that you can't run anything without it, it just makes life a lot easier.

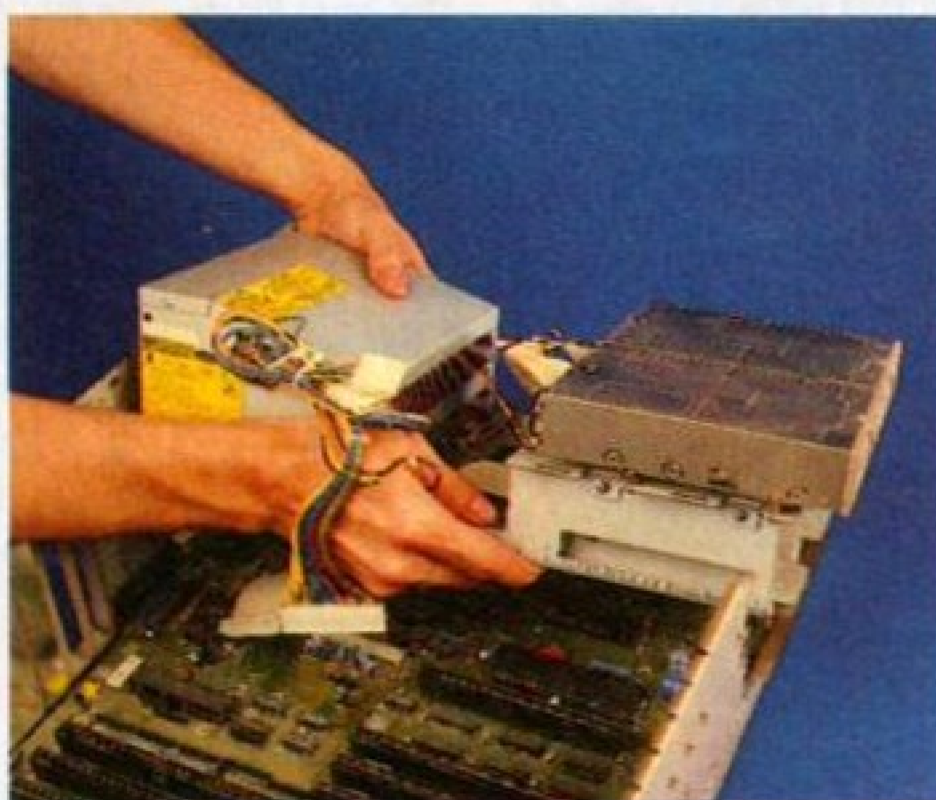
Adding things in stages not only keeps the outlay down, but also means that you only buy the things you actually need. You may find that after adding a graphics card and a hard drive, you don't really need anything else to achieve your purpose.

Ultimately, the changing pace of software development will leave your machine not exactly redundant, but certainly disadvantaged in the years to come. On the other hand, Commodore are committed to producing a RISC-based super-machine, probably very late next year or early '95.

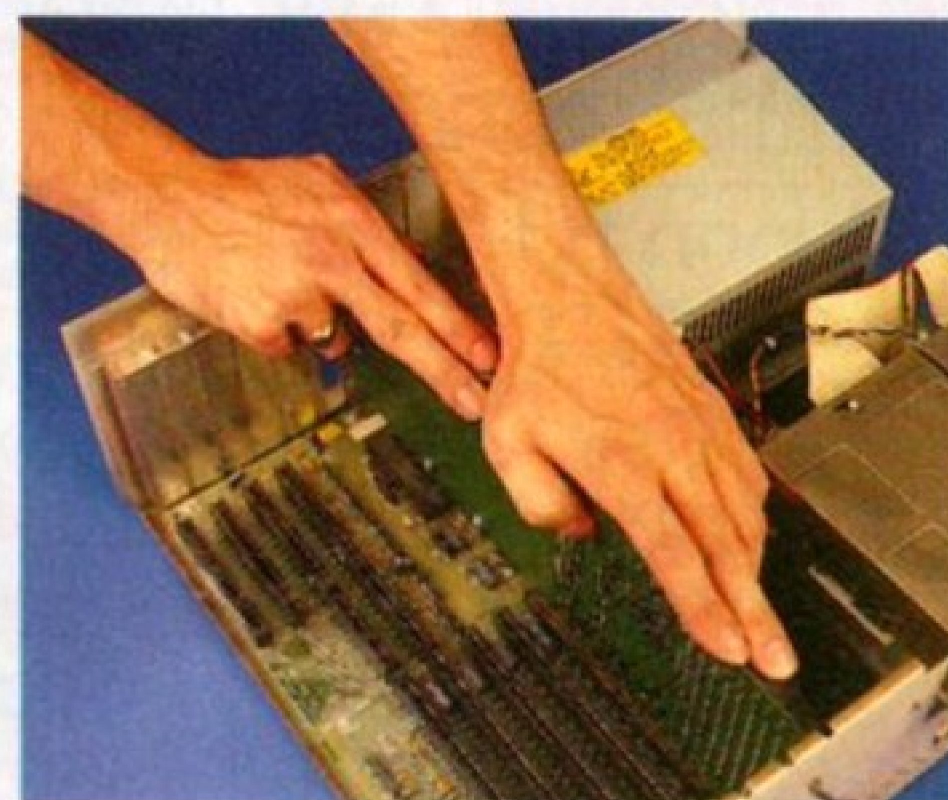
It may be worth the wait, but in the meantime an upgraded A1500 may be a



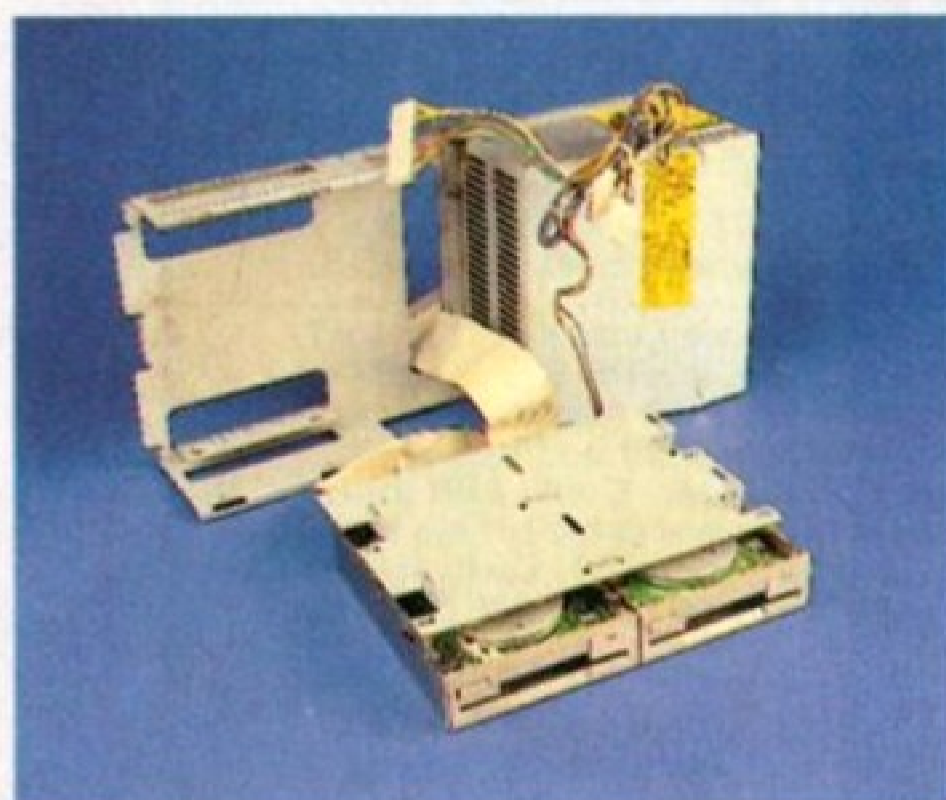
2 We've taken the lid off it now, both literally and metaphorically. Look at all that dust! Never mind, though, it'll soon be even better than new.



3 Removing the drive and power assembly is just a matter of undoing all the screws at the back and lifting it up. There is only a slot holding it at the front.



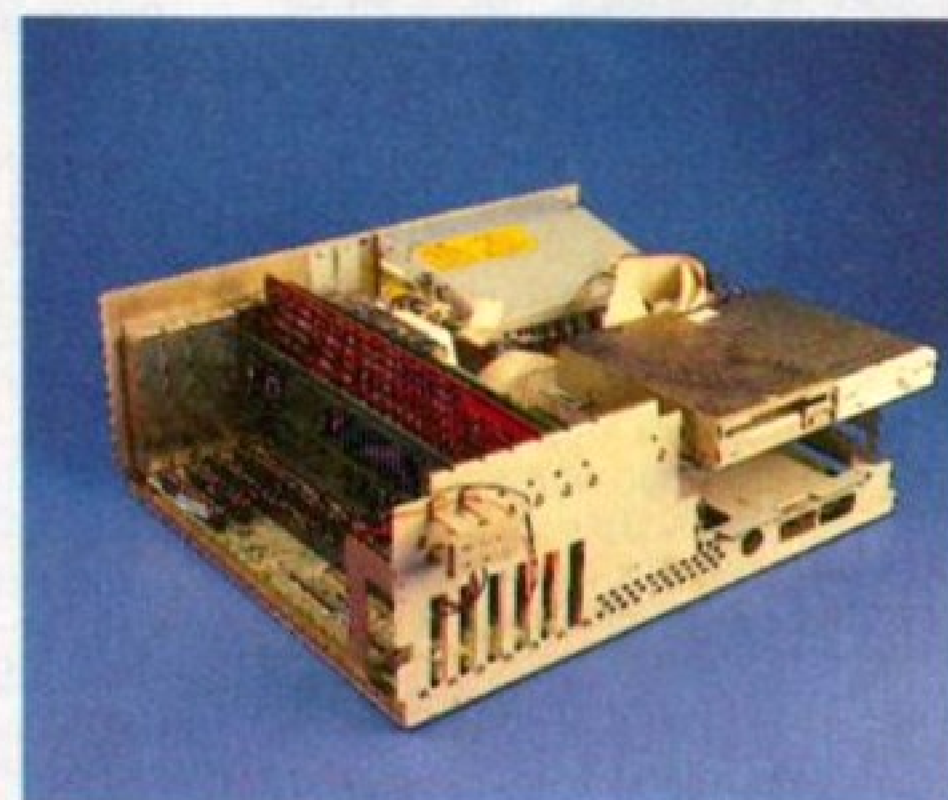
4 Fitting a Zorro card is easy. Just remove the blanking plate and slot it in. Press firmly on the card to make sure it fits properly in the connector.



8 To fit the XL drive you will need to disassemble the drive and power subassembly. Detach the spacers from under the old drive and add them to the XL.



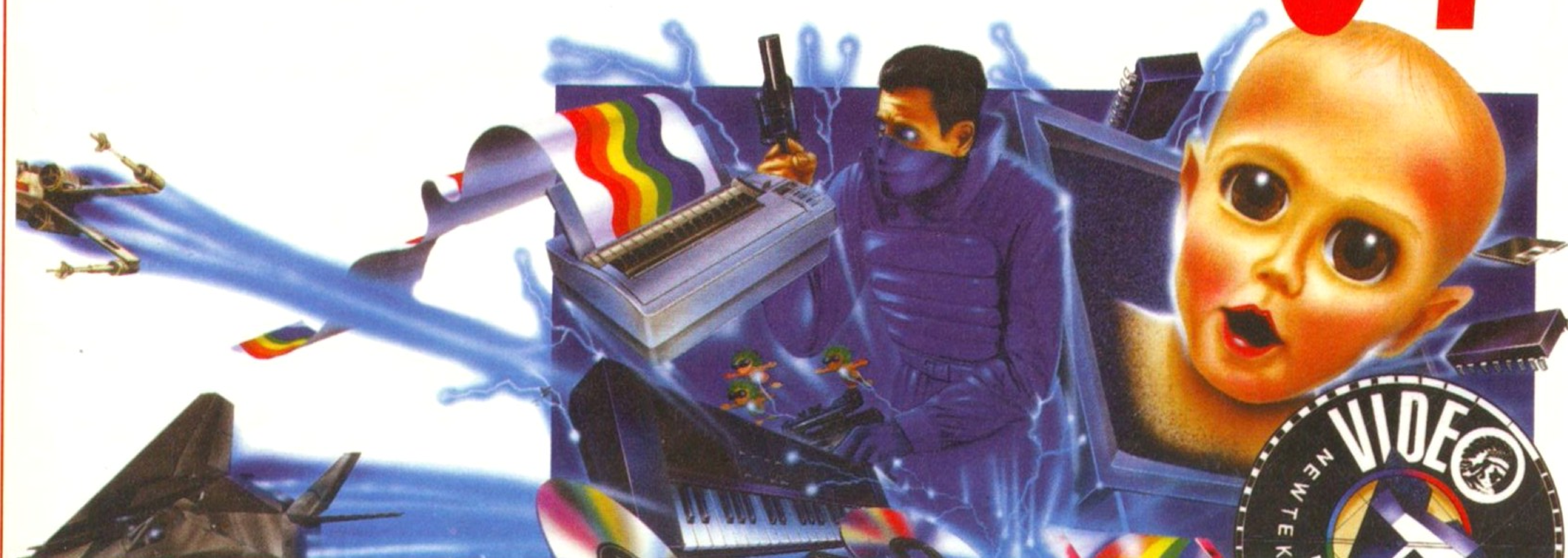
9 The XL drive at home. It may be a little whiter than the standard ones, but otherwise it looks just the same. Now 1.6 Mb disks are at your command.



10 The finished beast. Custom paint job on the outside, perhaps, and it'll be lovely. Would you swap this for one of those nasty A4000 things? Not likely!

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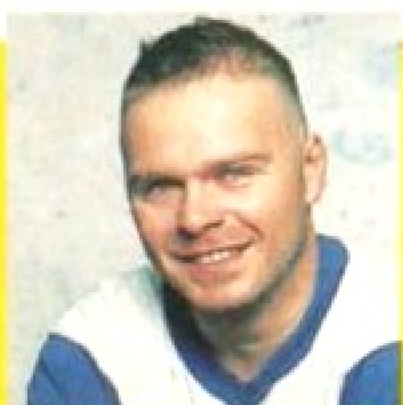

VIDEO
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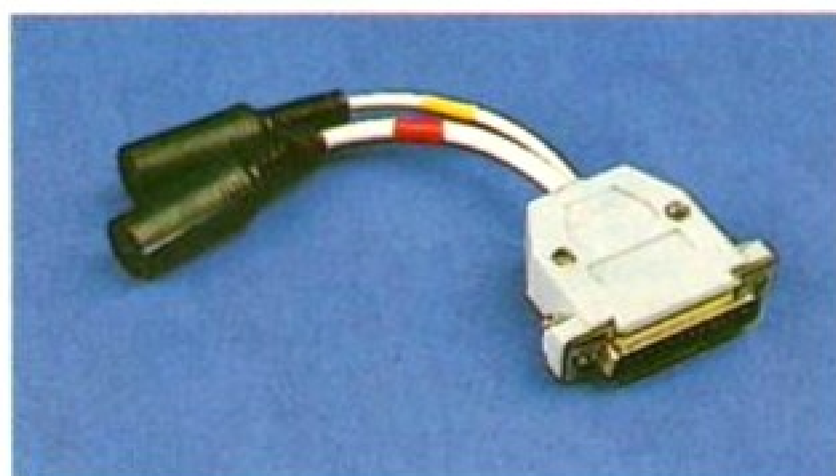
Could this new hardware and software combination really be the solution to all that searching through videos for the right bit? Nick Veitch sits in the director's chair...

EDIT MATE

IF YOU'RE ONE of those people who have a lot of video tapes, you're probably also one of those people who have a lot of things on several different tapes which you know would be just that bit more wonderful if they were all on one tape, all edited together nicely.

You can, of course, if you really enjoy doing things the hard way, manually edit everything together – lining up the tapes, pressing the right buttons at the right time and all that nonsense.

You *can* do it, and if you have a lot of tapes, you probably even *have* done it – just the once. It is a tedious task and one which, in this age of enlightenment and computer automation, should be done for you by some technical wizardry. And, of course, it can be.



This interface plugs in to the Amiga and controls the video recorder: either via a LANC socket or the 'magic wand' remote control gadget.



The Editman package includes various bits of hardware and software. Its main purpose is to control video recorders and make editing several bits of footage down to one tape, but it also includes a sound mixer.

However, video recorders being rather strange things, and video tape editing in particular being a highly specialised occupation, such a piece of technical wizardry has never quite been created to everyone's satisfaction. Various combinations of hardware and software have been tried and some have worked pretty well, considering that it's a difficult job. But mass consumer appeal, either among video enthusiasts or with Amiga fans, remains elusive.

So it is that from time to time some bright spark thinks he's cracked it and a new solution appears. One solution is the Edit Mate system from CamLink, a system converted from the PC package of the same name, and that remains essentially the same, except for the software.



You will, of course, need two video recorders: one to play your master tapes and the other to record them on to the finished tape. This screen is used to tell the system what types you are using.

The system consists of cables to link your Amiga to your video decks, a 'wand' for controlling infra-red video recorders, and a sound mixer.

There are two versions of the software, one of which is designed, according to the manufacturers, for a 'normal' Amiga (we can only assume they mean an older 68000-based machine; an A500 or A600) and one curiously labelled Edit Mate A1200 which, turns out to be an optimised version suitable for any Amiga which uses a 68020 or better processor.

The installer program supplied with the software is not exactly a prime example of state-of-the-art coding. For a start it assumes that if you have a hard disk then Workbench is installed on a 'DH0:' partition. This wouldn't be so bad were it not for the fact that since about two years ago the first hard drive on an Amiga system has been called HD0: as default. Strange. Needless to say, the installer is a custom script and not one that uses the Commodore Installer program.

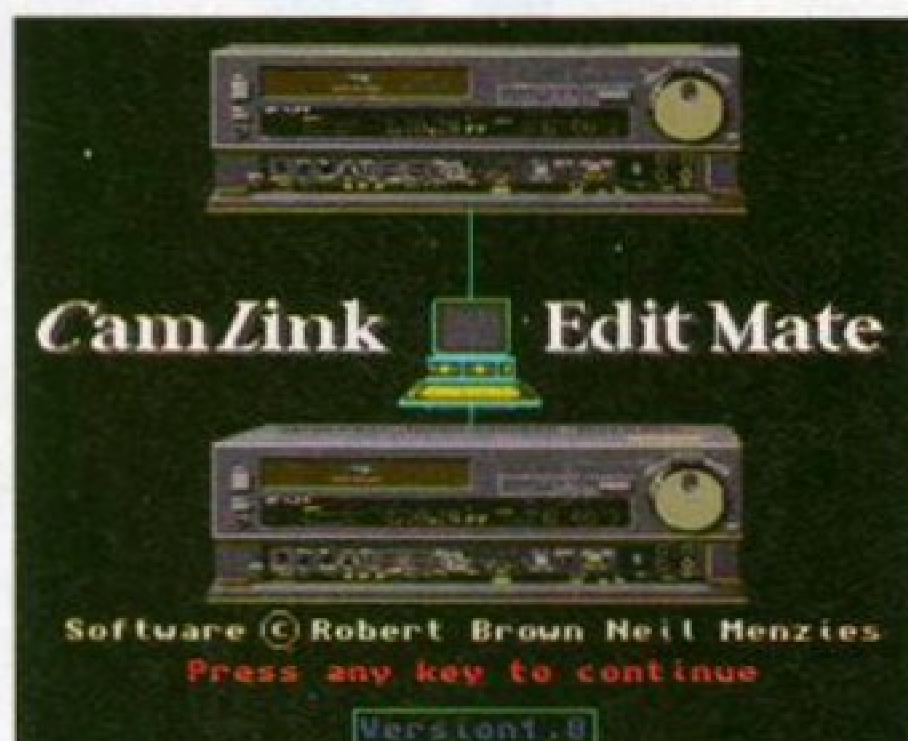
Once the software is actually running all you have to do is set up the edits. Clicking on an edit number will switch the software into edit mode. From here you can control the video player with the

TIMECODING

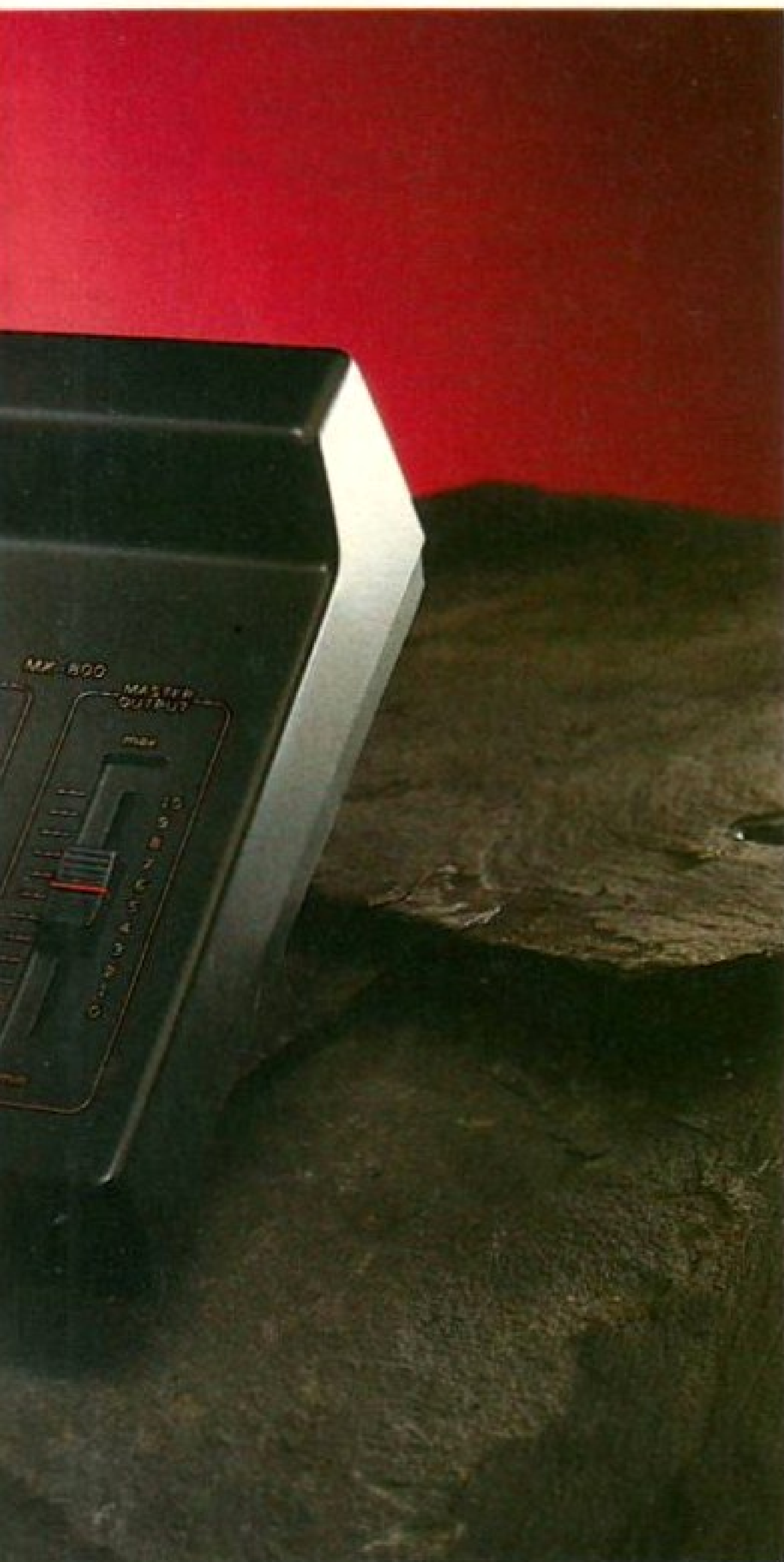
You must have seen those rough cut music videos they are forever showing on TV that display timings in the top left corner of the picture. These numbers are actually timecodes, and are very useful for deciding the edit points in a clip.

What happens is that the original tape is duplicated, with the numbers overlaid on to the image. This tape can then be viewed to make edit decisions and the timecode data noted. The timecodes should match up exactly (or near enough so as to make little difference) with the original tape, so all you have to do is take a note of the numbers and type them straight into your Edit Decision List.

This is all very well, but how do you get the timecode numbers on the tape in the first place? Well, all you need is Edit Mate and a genlock. The package includes a program which will generate numbers for you at the right speed. Then it is just a simple matter of duplicating the tape with the Edit Mate-generated numbers genlocked over the top.



The Edit Mate package includes a program that enables you to show timecode numbers on a tape.



MAGIC WAND

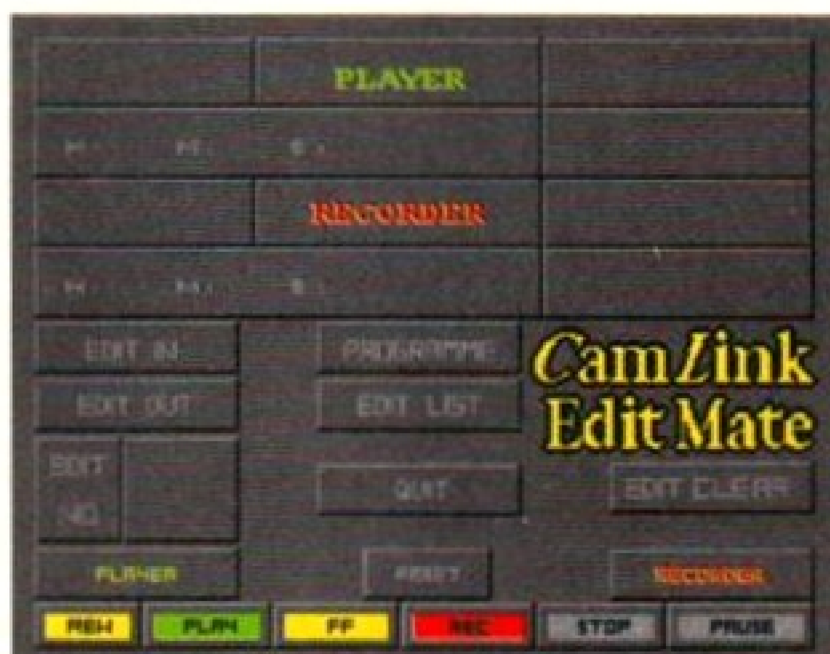
The Edit Mate comes complete with an infra-red wand which can control any infra-red deck. The wand unit plugs into the controller system, which is connected to the parallel port.

There is nothing inherently magic about it actually, it is just a combined infra-red receiver and transmitter. With the software provided, the wand receives and analyses signals from the VCR's remote control unit. These are then stored and can be played back through the transmitter to control the deck.



Looks more like a mouse made somewhere in Eastern Europe, but this is the 'magic wand' which, despite the fancy name, is really a glorified remote control.

These wands are becoming quite commonplace now. Their first use on the Amiga was with Edit Mate's rival, Gold Disk's Video Director, but they were also used with the IFR system on MacroSystems' V-Lab video digitiser.



The main screen is where you control the video recorders, through the icons at the bottom and the odd click of a mouse. Zipping through the source tapes, you build up a list of start and stop points.

mouse to get to the start of the clip you want to record.

Next step is to mark this position and once again use the mouse to get to the edit out point. You have now successfully completed your first edit. It's certainly not going to cause any great mental strain to anyone with an IQ higher than that of the average monocellular lifeform. Simple and easy-to-use is the order of the day.

You can repeat this process as many times as you like. The edit points will be stored in memory. Once you have all the edits you want all lined up and ready to go, you can then progress to compile an Edit Decision List, or EDL. This is the rough equivalent of a music sequencer, but instead of music it plays video clips.

Comments can be added to the clips, and if you are feeling confident you can even edit the timing points as well.

Edits can be entered manually, which can save a lot of time if your video decks are not too hot at rewinding. Used in conjunction with the timecode feature, you could enter all the edits manually if you wanted. In fact, from the main control screen you could set up and perform all the edits yourself, without using the EDL at all. This may not sound too sensible, but it is still a lot easier than pressing all the buttons yourself, believe me.

> "You can manually edit things together – lining up the tapes, pressing the right buttons at the right time and all that nonsense. You *can*, and if you have a lot of tapes, you probably *have* – once. It is a tedious task."

On the whole the system works well, although perhaps a bit more time could have been spent developing the software for the Amiga version. The sound mixer is a very useful addition to the set-up, although it was probably a little unwise to include it in this pack. Such devices are widely available in photographic/video shops and people heavily involved in video will almost certainly already have one. The audio mixer must be controlled manually, which rather detracts from the automatic ideal of the whole thing. All in all this is not a bad effort, though.

REQUIRED EQUIPMENT

To use Edit Mate you will need at least one tape device capable of playback which supports either the Sony or Panasonic remote editing protocols.

If your video set up doesn't feature at least one machine that supports either of these protocols, you can forget about Edit Mate.

Almost every Sony and Panasonic model made in the last two years supports these standards, but it is worth checking. The Sony equipment should have a 3.5mm jack socket marked LANC (which apparently stands for L Ancillary Control) and the Panasonic machine will have a strange 5-pin DIN-type socket, usually marked "Remote".

It is worth remembering that only the play unit need support one of these protocols, as long as the record unit can be controlled by an infra-red device. If you are using a camera with playback capability and a VCR as your tape units, the camera must support one of these protocols.

EDIT MATE



DESCRIPTION
Video editing system

MANUFACTURER
CamLink

DISTRIBUTOR
Meridian 081-543 3500

PRICE
£199

RELEASE
Out now

SPEED ●●●
Editing is only as fast as the tapes run, so this is not really applicable, but the program is speedy enough.

MANUAL ●●●
A very simple and well laid-out manual, is this. Lacking in a trouble-shooting guide though.

ACCESSIBILITY ●●●●
Incredibly easy-to-use, once you've set it up. Easier than trying to find a 20-second clip on a three-hour tape.

FEATURES ●●●
Does everything you could expect. Support for both Panasonic and LANC machines is a good idea.

VALUE ●●
Doesn't compete with the cheaper Video Director from Gold Disk, though it does have the sound mixer.

VERDICT

"A nice effort, but there is still room in the market for a reasonably priced editing system which can control VCRs and also insert Amiga graphics into the live footage. However, Edit Mate is a useful stopgap."

72%

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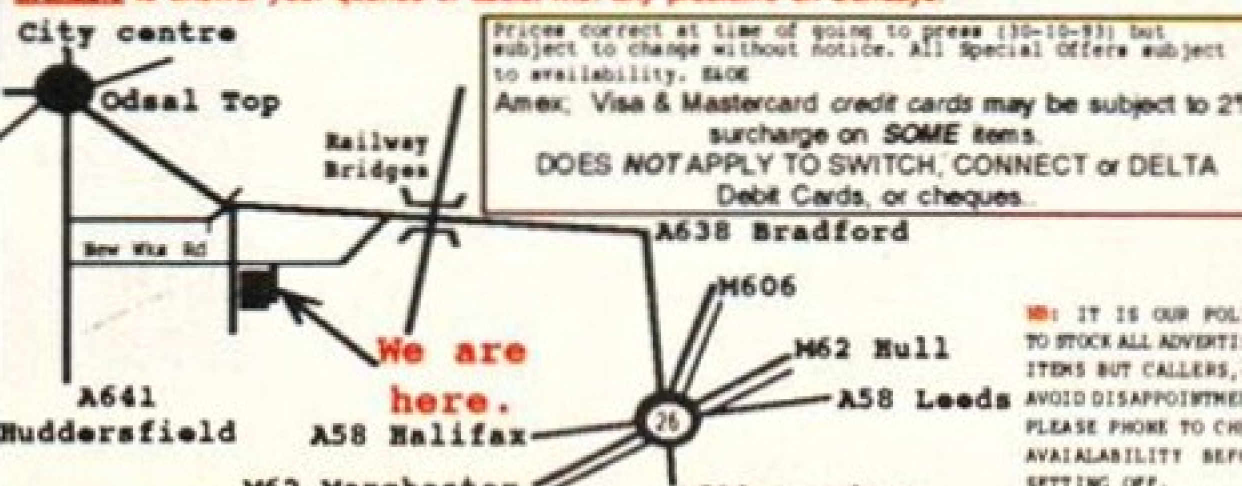
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Money MATTERS 3

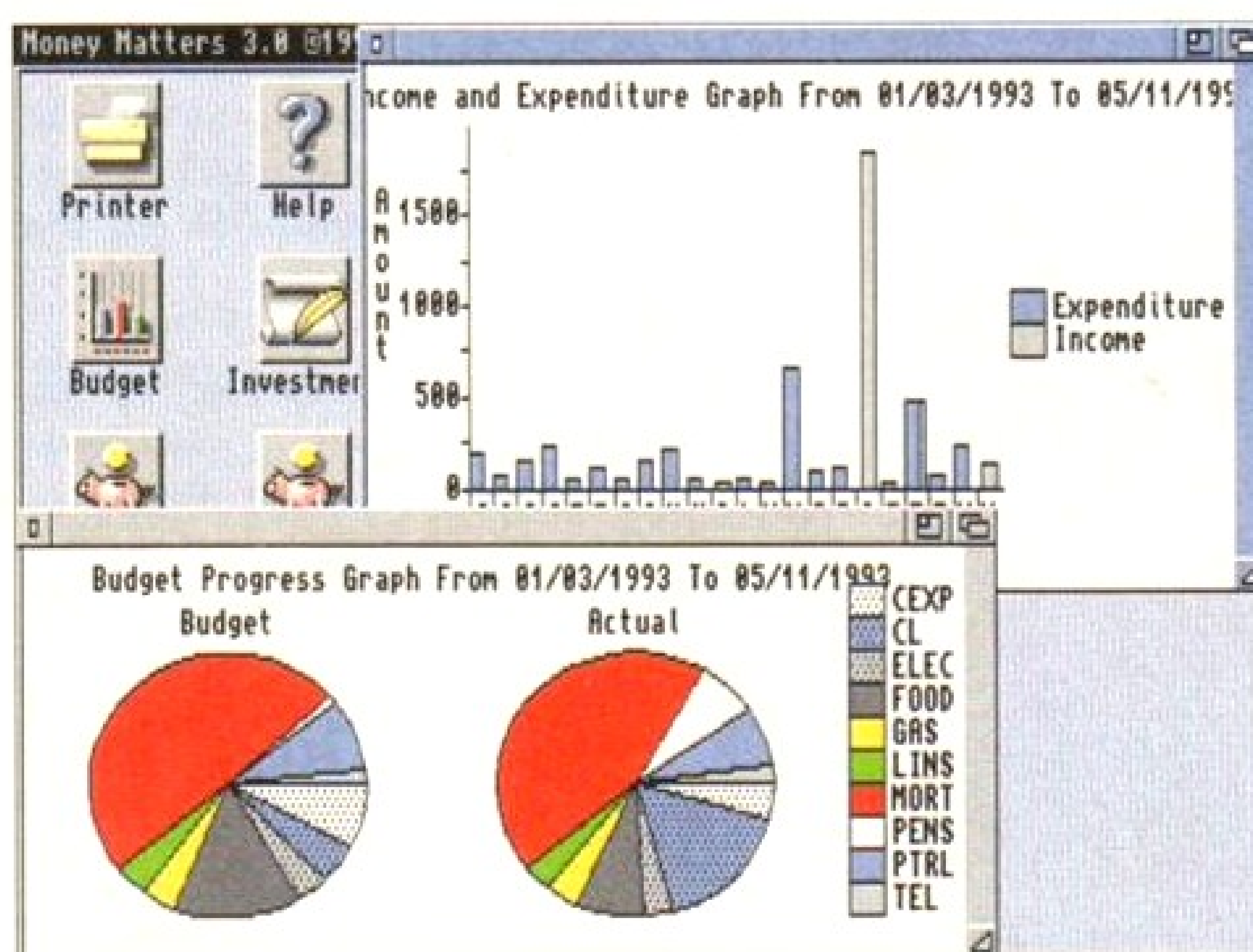
When it comes to cash, keeping a check on where it's all going is not always easy. Richard Baguley finds out if this budgeting program is worth its weight...

SOME PEOPLE'S IDEA of budgeting is two streetwise dudes sitting on a sofa in the high street, with one saying "I love money" and the other saying "I hate money". Suffice to say that this sort of attitude is hardly likely to make you the bank's favourite customer. What banks like to see is people in control of their finances, with a good idea of where all the money goes.

The obvious question that springs to mind is what happened to versions 1 and 2, but this is actually version 3 of *Home Accounts*. Much of the functionality of the program is the same, but Digita have added some new features, speeded up the program and added AGA support.

The basic idea of the program is simple. You enter a series of figures which describe your financial behaviour, such as how much you spend on rent, food, and so on. The program takes this data and provides a projection of your financial situation, which can be presented either as a table or a graph. When you actually spend the money, you enter this data, and the program provides an analysis of how far from the truth your estimates are.

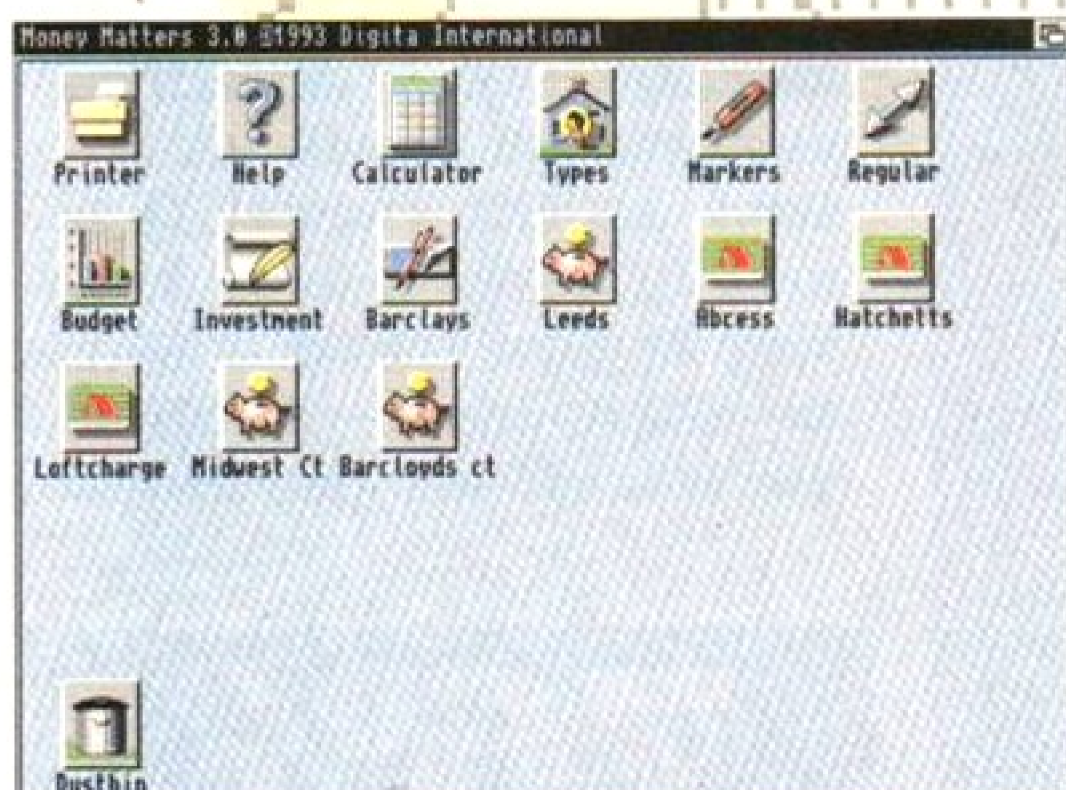
The program is certainly easy to use. There's an excellent manual and an equally good on-line help facility which means it's easy to find any information you need quickly. Entering great wodges of figures and setting up the account details is a bit tiresome, but that's hardly the program's fault. It allows you to define as many different types of transactions (such as cash withdrawals, petrol, food) as you like, pending enough memory and disk space. New accounts or transaction types can be added later if needed, so you don't need to worry about getting it completely right first time. Each of the various aspects of your data can be assigned to an icon on the program desktop, so you can access it by just clicking on it.



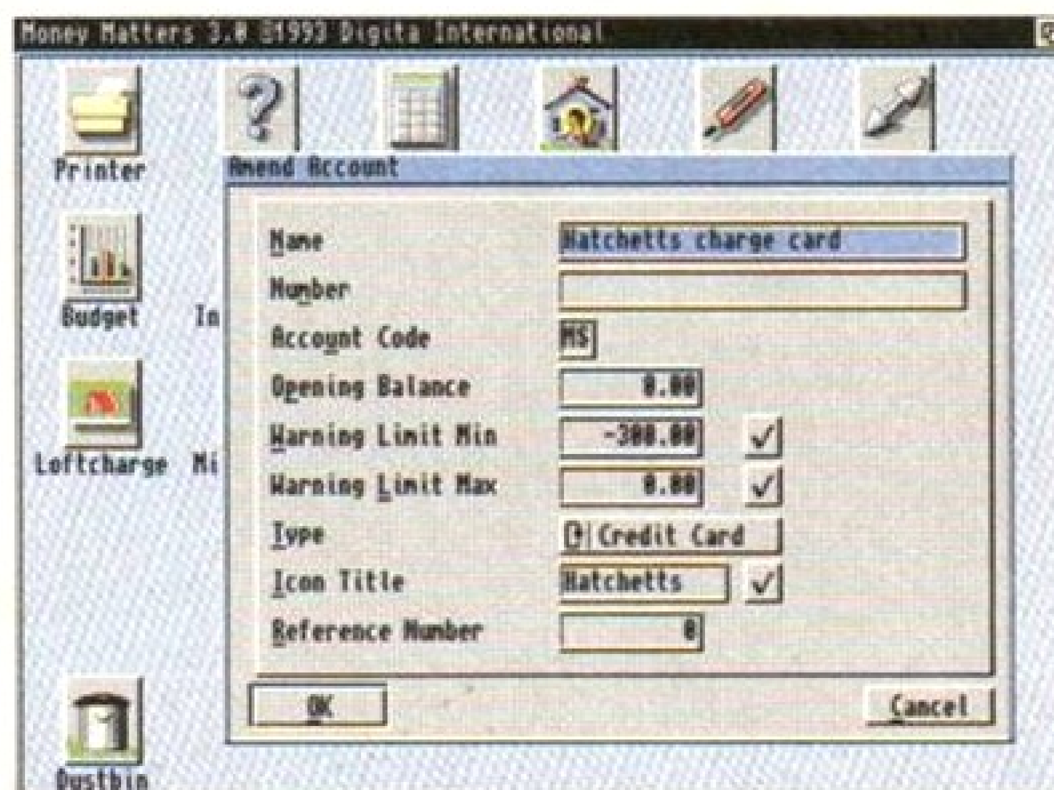
The results produced by *Money Matters* can be displayed on a variety of different kinds of graph.

There are also some extras, including an option to determine your net worth, keep track of any shares or bonds and perform a "What if?" calculation. You can also set the program to automatically save the data at specific intervals. If the facts and figures are too depressing, you can always have a quick go at the sliding block puzzle which seems to pop up in all of Digita's products. This even gives you the choice of four different designs for the blocks.

Money Matters is a very flexible program, and it's also very fast. It certainly slows down when you're dealing with a complex set-up, but this is only to be expected. It gives you plenty of control over structuring your data, and the possibility of comparing two different budgets could be extremely useful for determining exactly where your predictions departed from reality.

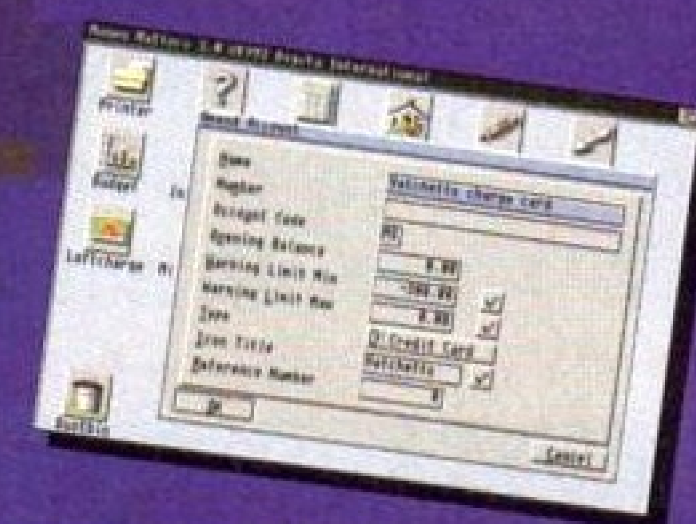


Money Matters **makes much use of Digita's Human Interface Protocol (HIP), which simply means it's easy to use.**



Altering details once they've been entered is easy. Just double click on the entry, and use the requester.

MONEY MATTERS 3



DESCRIPTION
Home accounts program

PROGRAMMER
D J Merrifield

DISTRIBUTOR
Digita International 0395 270273

PRICE
£49.99 (£19.99 upgrade from *Home Accounts 1 or 2*)

RELEASE
Out now

SPEED ●●●●
Calculation and graph drawing is very fast, even with a complex accounts set up.

MANUAL ●●●●
A well written manual, with an excellent tutorial to show you how to set up your details.

ACCESSIBILITY ●●●●
Entering all of the data is a bit tedious, but it's easy to alter once it's all been input.

FEATURES ●●●●
A large number of ways of presenting and interpreting the data, with lots of graphs and reports.

VALUE ●●●●
For fifty quid, this program is an extremely good way to get to grips with your finances.

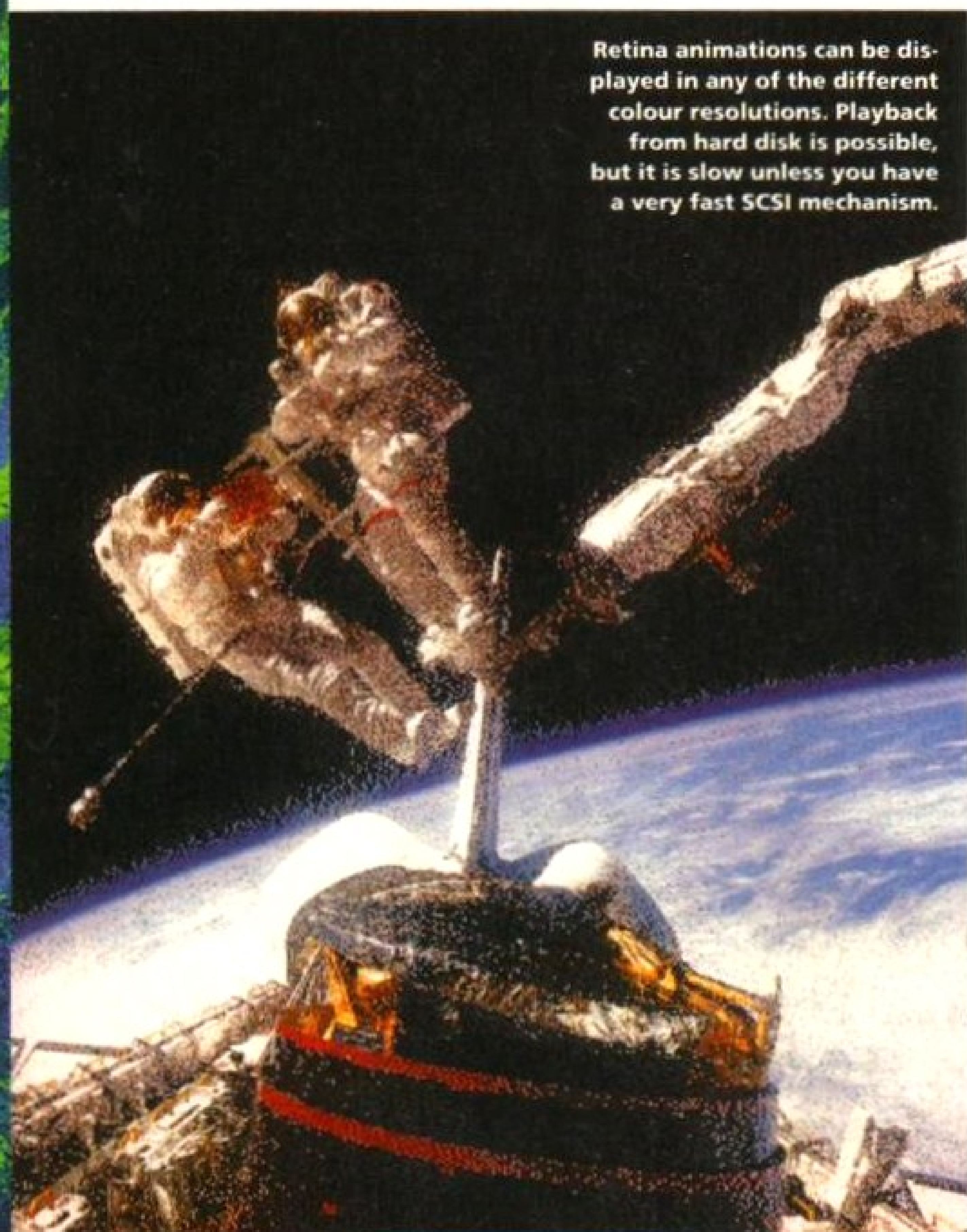
VERDICT

"This home accounts package is easy to use, powerful and quick. If you need to get a grasp of your financial fortunes, it's an excellent program for dealing with the various facts and figures in a quick and efficient way."

85%

Magic LANTERN

If a picture tells a thousand words, an animation does it at 25 frames a second. Nick Veitch gets up to speed with Terranova's latest utility.


Retina animations can be displayed in any of the different colour resolutions. Playback from hard disk is possible, but it is slow unless you have a very fast SCSI mechanism.

THE ABILITY TO display static images is all very well. They look particularly nice in the new AGA modes too. But in the real world, things aren't static. They move. *Magic Lantern* attempts to bridge the gap with reality by enabling the user to combine static IFF images into an animation file, which can then be played back on the Amiga.

Thousands of you are probably wondering why I am bothering to go on. Yes, of course you could just load the images into *DPaint*, string them together in *Anim 5* format and replay them. But *Magic Lantern* has a few tricks of its own.

Possibly the most important of these is the choice of animation compression modes. You can select the type of compression used to store the initial frame – normally a form of Run Length Compression (RLC). This is the same way in which *DPaint* would store an animation, but *Magic Lantern* gives you a choice of different RLC modes.

It is also possible to select delta preferences for the rest of the anim. Animations are often stored as delta files, where only the differences between successive frames are stored. These can then be compressed and the result is an animation which is not necessarily the size of all the initial images combined. This compression can be optimised for playback speed or for size.

The potential use of this software is further extended by its support for 24-bit enhanced graphics cards. The Retina card is supported in 8, 16 and 24-bit modes – which just about covers any replay options you may have. Also covered is the rather obscure GDA card.

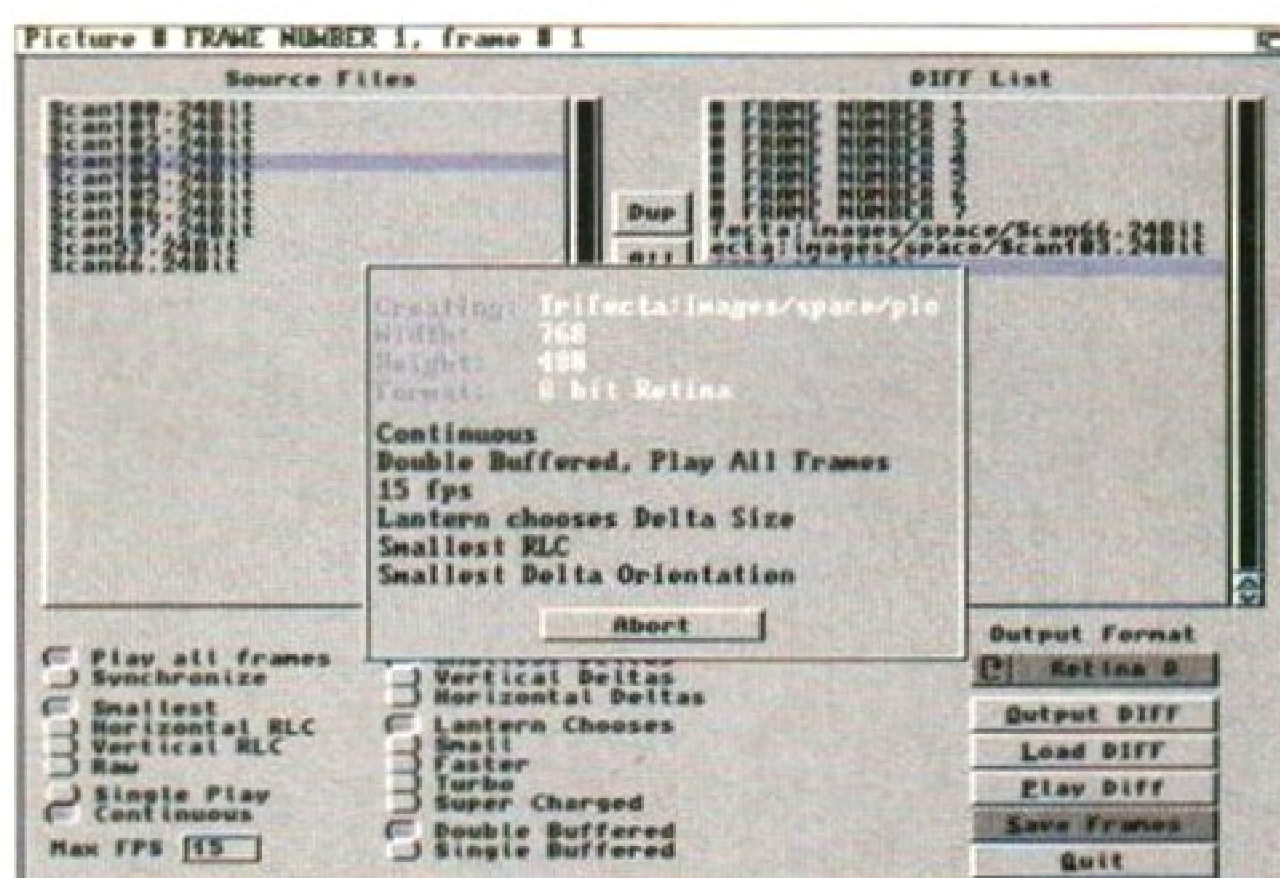
The control of the Retina also allows you to select which screen mode the Retina will use, out of the dozens of different resolutions it can handle for all the different colour modes.

Magic Lantern is supported by two player utilities. The first is a play from RAM utility. There is no real difference between this and playing the DIFF files from within the editing software except, of course, that the memory overhead is less if you are disadvantaged in that area.

The other is a play from hard disk routine. Obviously this is a less than ideal solution, but if you have a huge animation there is no other option. The replay speed is reasonable. If you are the lucky owner of a SCSI 2 interface with a really fast mechanism attached, you will probably not notice the difference. But on a normal hard drive, things are less than perfect.

You should be able to manage about 10 frames per second, but if you have saved the animation at a higher frame rate, you will encounter some tedious difficulties. The play routine will attempt to match the selected speed and fail. That isn't a problem. The problem is that it doesn't fail regularly. If the entire anim was slowed by the same amount it wouldn't be that noticeable, but varying display speeds will produce a jerky result and completely ruin any cunning timing you have embedded into the anim structure.

Still, this is a very useful piece of software. It is a lot more effective than the *Makerace* animation system supplied with the Retina, and a lot easier to understand. If you have a Retina, this software is heartily recommended, but for other users, you may as well stick to *DPaint*.



The *Magic Lantern* software is entirely controlled from this screen via various buttons and menus.

MAGIC LANTERN



DESCRIPTION
Animation system

MANUFACTURER
Terranova Development, PO Box 2202, Ventura, California 93002-2202, USA

DISTRIBUTOR
Meridian 081-543 3500

PRICE
£99.95

RELEASE
Out now

SPEED ●●●●
Magic Lantern operates pretty fast – it certainly gives *Deluxe Paint* a run for its money.

MANUAL ●●●
A bit short, but well written with useful notes on how best to construct your animations.

ACCESSIBILITY ●●●
With a single screen gadget driven interface, you should be able to use it without instructions.

FEATURES ●●
It has every animation type you could ask for, but it could have supported more cards.

VALUE ●●●
If you have Retina, you have *Makerace* anyway. This isn't significantly better.

VERDICT

"In spite of its many options, this software is limited in application because it is directed mainly at users of a few 24-bit cards. It is really only worth buying if you have a Retina or GDA card – then it is an excellent purchase."

76%

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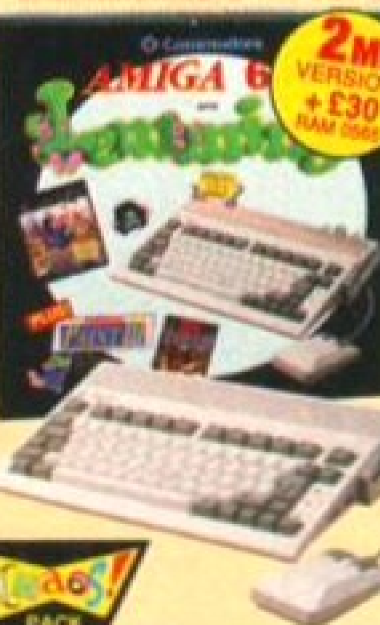
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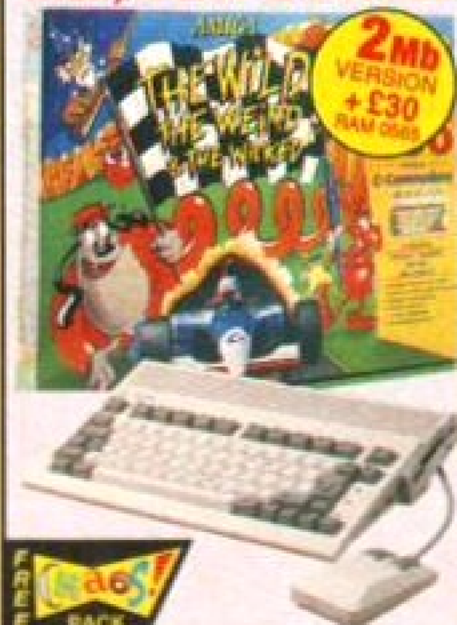
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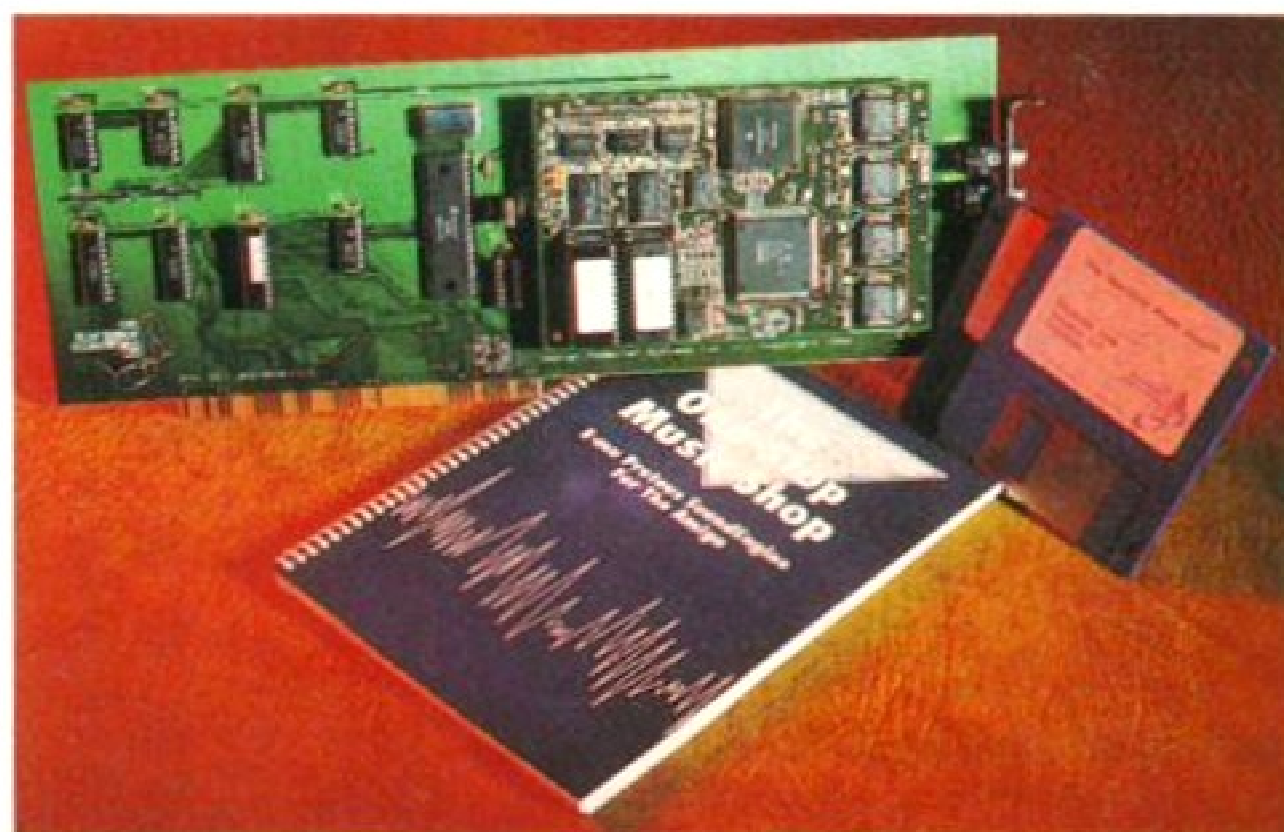
The One-Stop MUSIC SHOP



It 'catapults you into the world of professional, CD-quality stereo audio.' At least, that's what Blue Ribbon would have you believe. Andy Nuttall finds out what The One-Stop's really got to offer.

THE AMIGA HAS long been crying out for 16-bit sound capability. At its launch, 8-bit sound with sampling was unheard of in home computers. And in the last couple of years pressure has been put on Commodore to introduce 16-bit sound as standard on Amigas, to keep them one step ahead of the competition. Even with the new AGA machines Commodore have remained with the proven 8-bit engine, so it's up to third-party manufacturers to come up with the goods.

Based around E-Mu Systems' Proteus 1 MIDI sound module, Blue Ribbon's One-Stop Music Shop promises to be the Messiah for the Amiga faithful. Certainly, it's got the technical spec to make it a winner – 4Mb of 16-bit sampled sounds in ROM, MIDI compatibility, link for MIDI sequencers and a built-in MIDI interface.



Now the Amiga can compete with top professional recording equipment thanks to the One-Stop Music Shop package.

The 4Mb of ROM on the One-Stop card contains over 210 sampled sounds and waveforms, from which you build up and synthesise your own sounds. When you first load up the *One-Stop Editor*, the sounds are arranged into 128 different presets, and 64 drum maps – effectively 64 separate drum kits.

One-Stop is obviously aimed at the novice synthesist, because the layout of the editor is simple and intuitive. It lays all the elements of each sound out as a simple schematic diagram, with boxes representing operators such as LFOs and modulators, and arrows linking them all together. Of course, many recent synths use similar graphics, but One-Stop has the advantage of a full Amiga screen to display everything clearly.

Each sound can be made from up to two separate samples, arranged as Primary and Secondary instruments, chosen from the list of 210. When you play this sound, both instruments will be heard simultaneously, the volume of each depending on the position of a slider called a Cross Fader. For example; if you want to create a harsh bass sound, you might select a Slap Bass preset as your Primary Instrument. To make it more punchy you could select a tight Kick Drum sound as your Secondary, and make it, say, half the volume of the Primary. When played, the Kick Drum and Slap Bass will be played simultaneously, hopefully creating the sound you require.

As you might expect, there are plenty of functions provided to alter your sound. A separate ADSR function for each instrument enables you to alter the Attack, Decay, Sustain and Release components of your sounds; while three modulation sources control how the sound is played. Two LFOs (Low-Frequency Oscillators) provide familiar effects such as vibrato and tremolo, while an Auxiliary Envelope function means you can add cross-fade, pitch bend and other effects to your sound.

Also, if you're controlling One-Stop from an external MIDI keyboard, you can set up each sound to play differently depending on how hard you strike the keyboard, and the position of the pitch and modulation wheels. One-Stop also enables you to control elements of your sound using up to three footswitches. Phew!

When you plug One-Stop into your MIDI setup, you get a fully-functional sound module, with 32-voice multi-timbrality. That means you can assign a different sound to each of the 16 MIDI channels supported by One-Stop, and play them all simultaneously – in stereo.

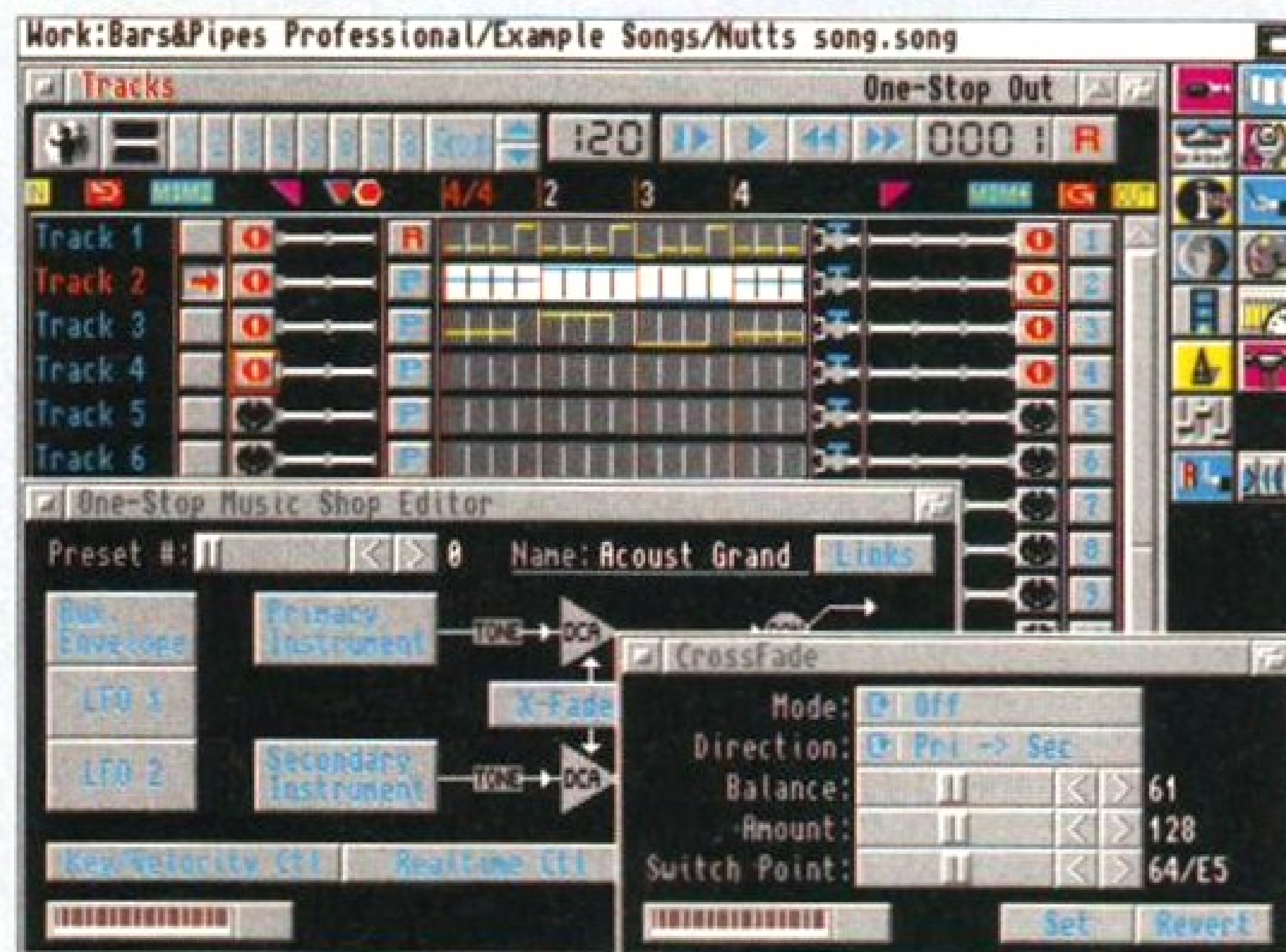
"Ah, but what if I use my Amiga as a MIDI sequencer?" you say. Fortunately that doesn't stop you from using One-Stop's

ONE-STOP NEPOTISM

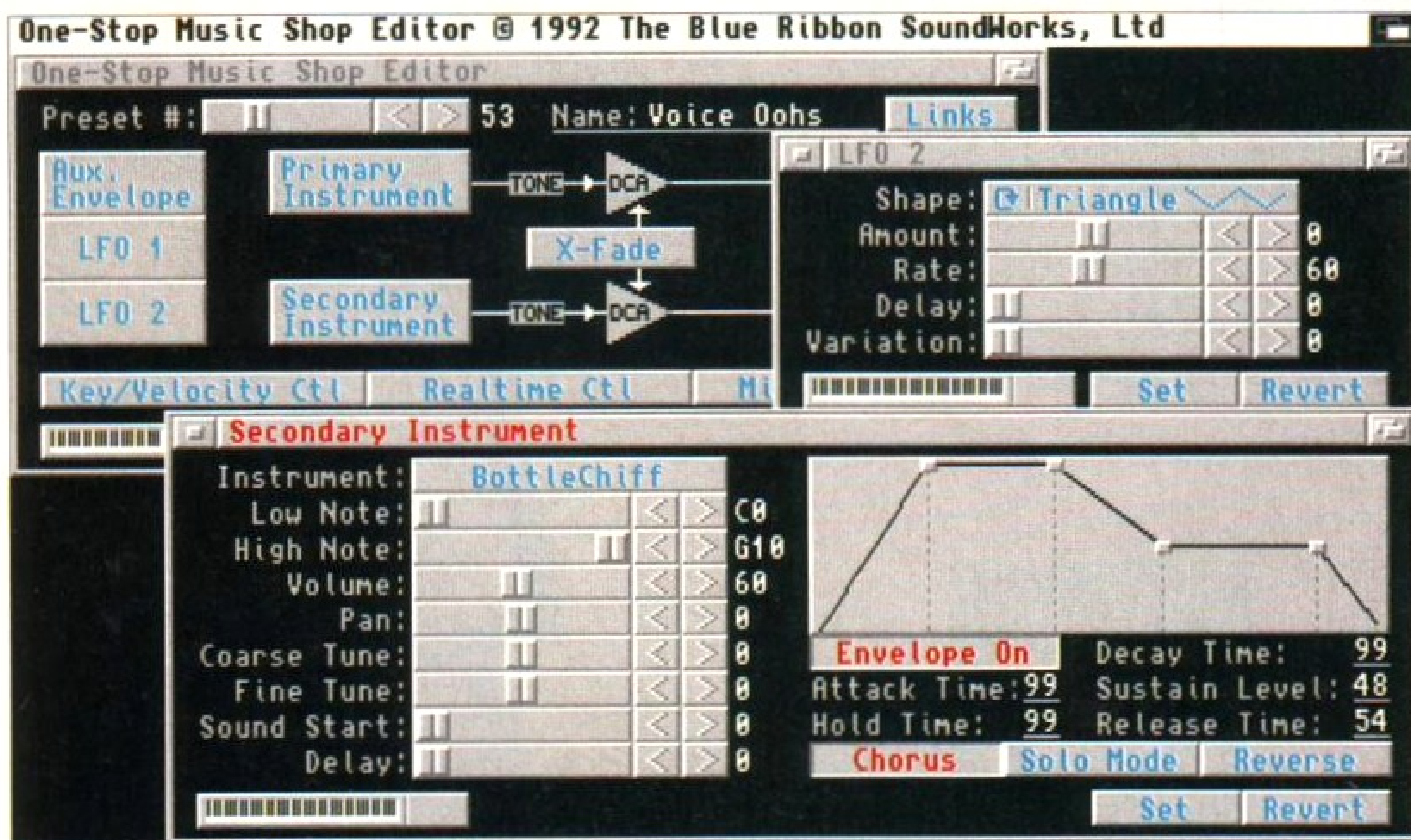
Understandably, Blue Ribbon have made The One-Stop Music Shop compatible with all their music software and hardware. Given that their other products are among the best on the Amiga anyway, this isn't really a problem. On the contrary, it makes Amiga composition a lot simpler to learn and do.

On the One-Stop disk are several tools and accessories which can be dragged into the relevant drawers on your *Bars & Pipes Professional 2* disk. Then you can simply use the SoundEngine In and Out tools instead of the MIDI In and Out tools on the main sequencing screen. All MIDI information coming from the SoundEngine tracks is directed to the One-Stop card using System Exclusive (SysEx) data.

Similarly, accessories are provided for connection to Blue Ribbon's *SuperJAM!* auto-composition package (which you'll find on a disk stuck to the front of this very magazine). *SuperJAM!* composes music for you, following certain musical guidelines you give it for different styles – Jazz, Soul, Rock, and so on. Instead of using Amiga internal sounds, it plays the One-Stop's 16-bit samples instead – with some amazing results.



One-Stop sounds can be sequenced directly from *Bars & Pipes Professional 2*, avoiding the need for a separate sequencer. You can even edit sounds from within *B&P Pro 2* as well!



sounds. If you happen to be using *Bars & Pipes Professional 2*, Blue Ribbon's MIDI sequencer (reviewed *AF*46, FG90%), then using One-Stop sounds alongside MIDI notes is simple (see box below). If you're using another sequencer, then you can simply connect the MIDI Out from your MIDI interface to the MIDI In port of One-Stop, and bingo! You can play your synthesised sounds. There's a program called *LoopBack* on the One-Stop disk which you run before loading your sequencer – this tells One-Stop to expect MIDI information from your interface.

It seems as though Blue Ribbon have thought of everything. Their programs have always used similar interfaces, and they are designed to be compatible with each other – but One-Stop is possibly their most important package yet.

The sound capabilities answer the prayers of all Amiga musicians: clean, crisp samples, which are easily configurable into the sounds you want; software which is simple to use for the novice, but has enough features for the hardened muso. Then, a built-in MIDI interface, giving you 16 MIDI channels.

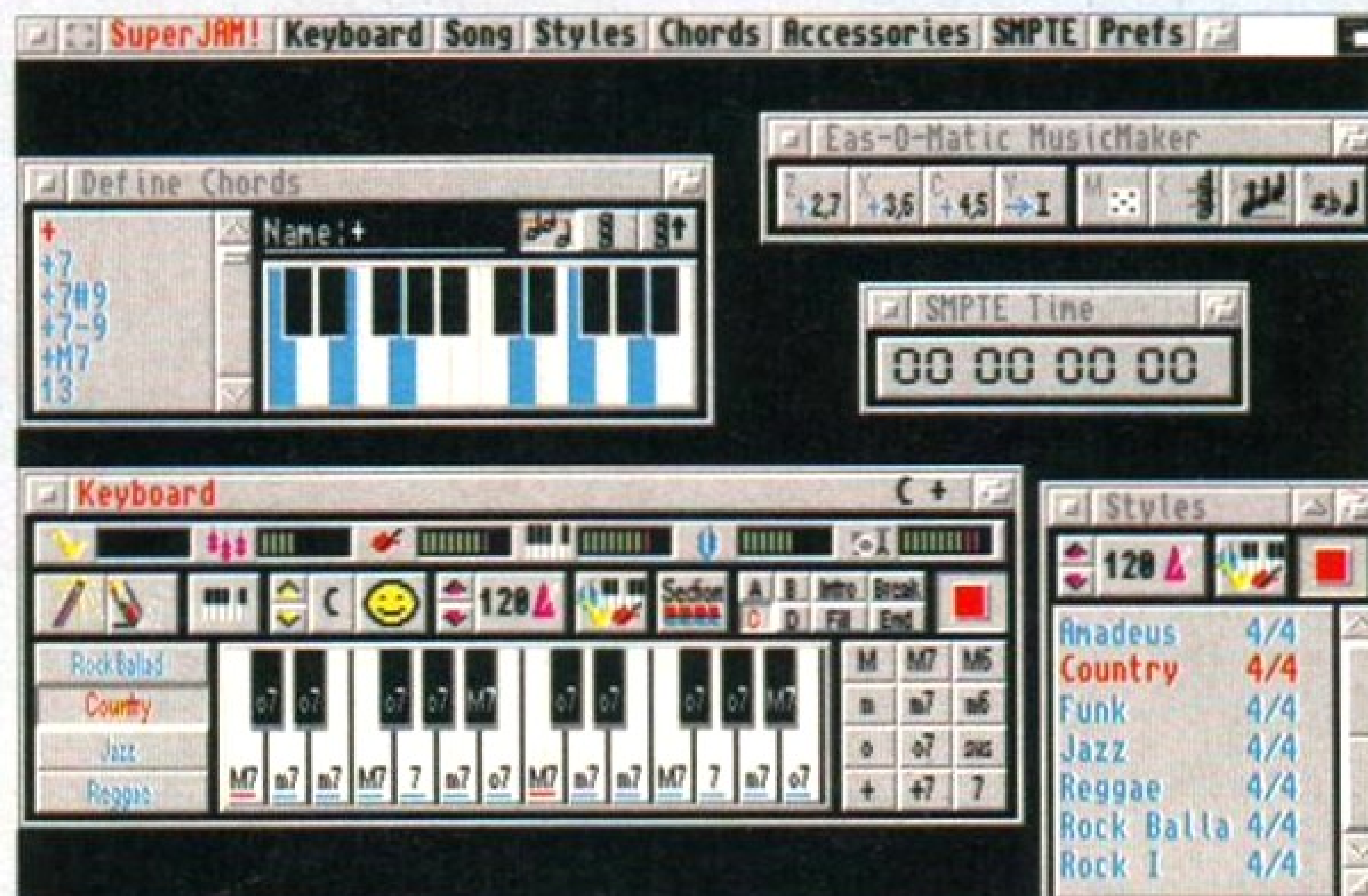
Each button calls up an editing window. These will be familiar to synth veterans, but newcomers may take a short while to understand them – the manual doesn't provide much basic information.

Incidentally, Blue Ribbon also manufacture a MIDI interface called Triple Play Plus, which gives you 48 MIDI channels, so combined with One-Stop you get 64 channels – incredibly powerful stuff.

The One-Stop Music Shop brings the Amiga into competition with top professional recording equipment; equalling or improving anything other machines have to offer. With Blue Ribbon promising further Music Shops, including one based on the amazing Kurzweil sampling keyboards, the Amiga's sound actually matches the excellence of Amiga video. All we need now is for Commodore to include it as standard in their next generation of machines.



As well as controlling the One-Stop card, the Editor enables you to set the system to be controlled from external MIDI equipment – keyboards and foot pedals.



Blue Ribbon's *SuperJAM!* can use One-Stop's voices instead of the Amiga's internal sounds. You know what *SuperJAM!* does – it's on this issue's Coverdisk!

ONE STOP MUSIC SHOP



DESCRIPTION
16-bit sound card

MANUFACTURER
Blue Ribbon Soundworks Ltd

DISTRIBUTOR
Meridian Distribution
081-543 3500

PRICE
£ 499.95

RELEASE
Available now

SPEED ●●●●
The patches take 30 seconds to download when you switch one, but after that it's all speedy.

MANUAL ●●●
A bit thin on the page count, but it serves its purpose. Could do with more synthesis theory.

ACCESSIBILITY ●●●●●
Easy to install and get going, highly configurable and compatible with all software tested.

FEATURES ●●●●●
Selected sounds from all four Proteus sound modules, and software is powerful enough to drive it all.

VALUE ●●●●
Less than the price of one Proteus module. Doesn't have all the sounds, but incredible value anyway.

VERDICT

"Stunning 16-bit hardware, based on proven professional technology, with good software. A combination which Amiga users have, until now, only dreamed of – and now they're one step ahead of the competition."

92%

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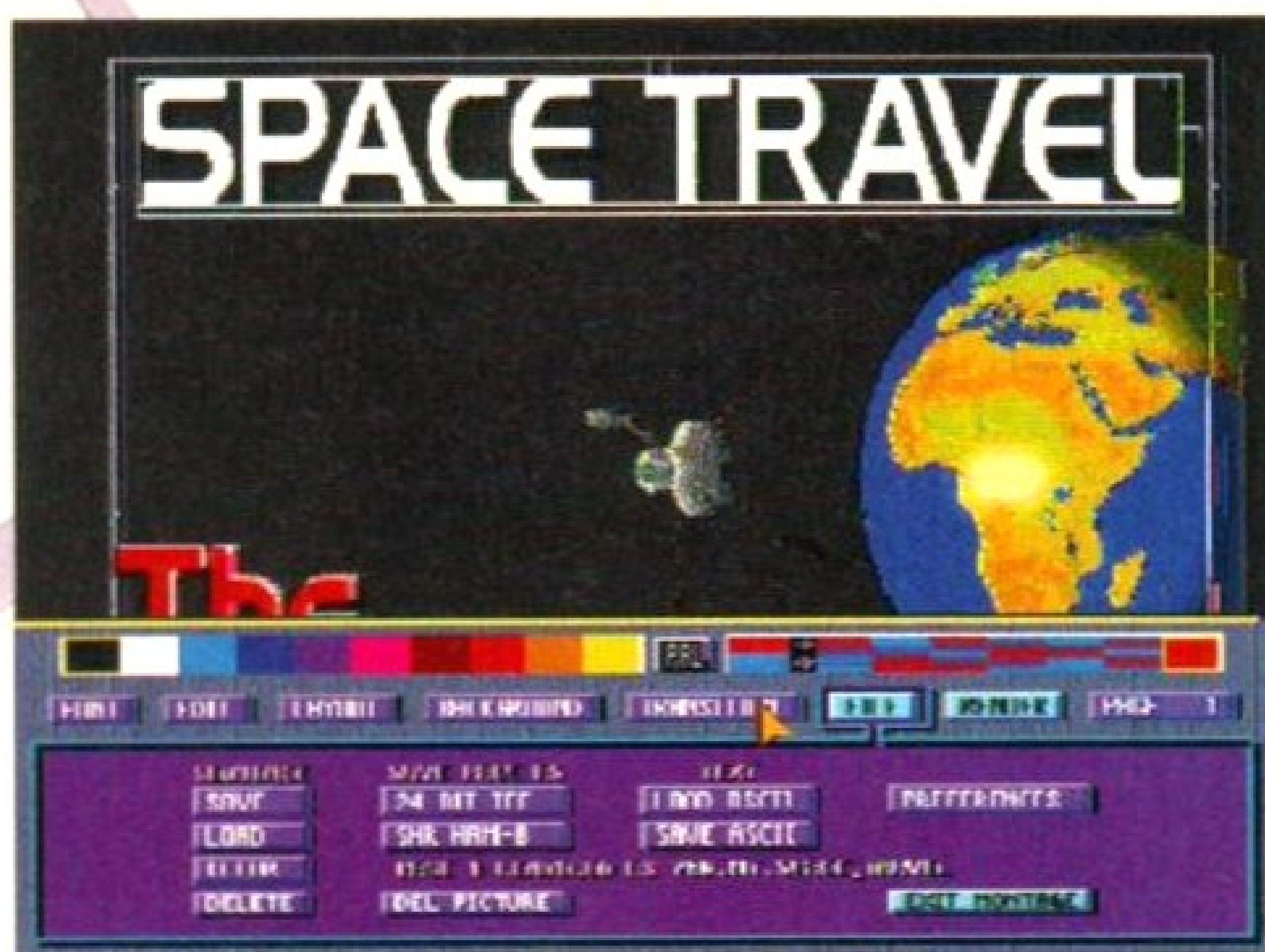
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Creating stylish titles for you videos can really give them a professional touch. And a new program from InnoVision is designed to do just that, so Richard Baguley finds out how much of a starring role it can play...



Montage is controlled through a series of menus at the bottom of the screen.

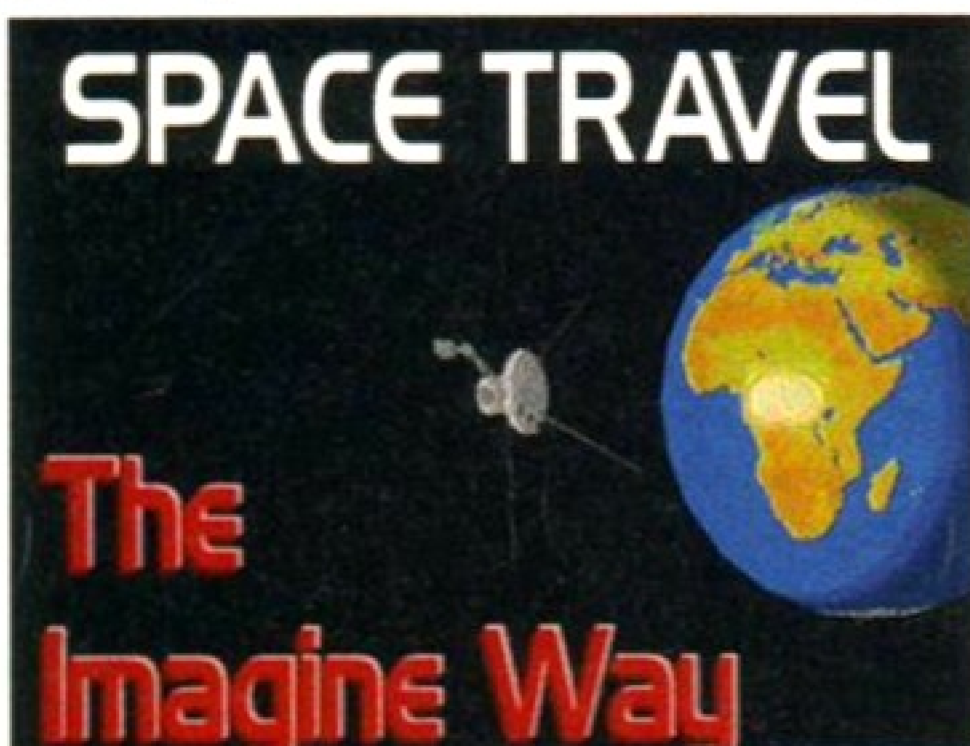
Montage 24

IF YOU WANT people to actually watch your videos, the first thing to do is to get them interested. This means providing titles that leap out of the screen and beat them around the head. After all, the titles will probably be the first bit of your latest mega epic they see…

With plenty of programs such as *TvText* (*AF*40 Coverdisk), *Scala* or *Adorage*, the Amiga has never been short of ways of producing titles. You could even use a drawing program like *DPaint*, although this is less flexible than a dedicated program. But there's been one thing missing from all of these programs – the ability to produce 16-million-colour titles using the numerous 24-bit graphics cards available for the Amiga.

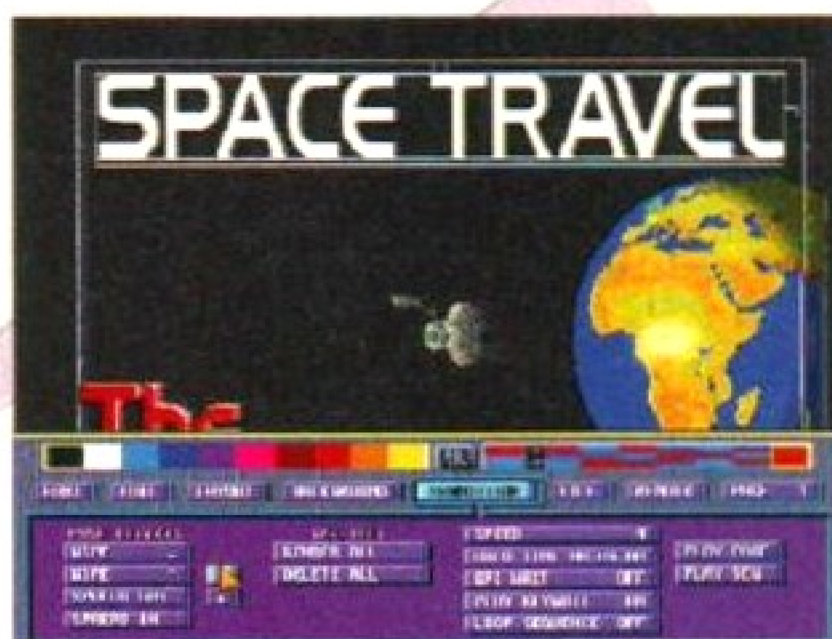
Montage is designed to do exactly this. Although it's based around creating 24-bit files, it can also be used on an AGA machine without a graphics card. But be warned: this program requires at least 8Mb of memory, and when you start creating large titles with complex animations, you will need more.

Montage only works directly with two 24-bit cards: the OpalVision and the GVP IV-24. If you have either of these, you can display files directly from within the program, and run most of the various animation effects that come with it. If you have any other 24-bit card (such as the Retina or Piccolo II), you have to save the titles out as 24-bit IFF files and display them using software that comes with the card. *Montage* also works in HAM8 mode on AGA machines, and the quality is nearly as good as 24-bit.



Montage is certainly easy to get the hang of. Using the program for the first time, this title page took about 10 minutes to create.

Montage only has eight fonts and it uses a proprietary format which means you can't use the Compugraphic or bitmap fonts which abound in the PD. Given that this program is designed for creating titles eight fonts just aren't enough for serious or professional use. Additional fonts are available from the programmers, and a program which allows you to use PostScript fonts will be available shortly.



The main image is not a true representation of the final image, but only a quick preview.

One you've created your titles, *Montage* can animate them. It's got nowhere near as many effects as *Adorage*, with 13 for AGA users, 20 for OpalVision cards and two for IV24 cards. The playback is very smooth, even in super hi-res mode.

There is also one serious bug in this version (V 1.0) of the program. *Montage* defaults to certain directories when you try to load a new file. If you want a file from another directory, it brings up a requester which reboots the machine. So, you have to copy all the files you need to the correct directories before starting the program. This brings up another irritating aspect of the program – *Montage* turns off multitasking, thus you can't run other programs at the same time.

This program occupies a curious middle ground. It has fewer animation effects than *Adorage* (which will soon support AGA modes), but it can work in 16 million colours. You can't do any more with it than you can with *AdPro*, *ImageFX* and some ARexx scripts, both of which support Compugraphic fonts. But it's faster to produce titles using *Montage*, so if speed is vital to you it may be worth the high price. AF

MONTAGE 24



DESCRIPTION
Titling and graphics software

MANUFACTURER
InnoVision Technology

DISTRIBUTOR
Meridian 081-543 3500

PRICE
£329.95

RELEASE
Out now

SPEED ●●●
Even on a fast machine, it takes a long time to render both the images and the fonts.

MANUAL ●●●●
Extremely good, with plenty of examples to work through, and all of the technical info on the program.

ACCESSIBILITY ●●●
It's certainly easy to use, despite its quirks. Support for more graphics cards would have been good.

FEATURES ●●
Lack of support for Compugraphic fonts is unacceptable. PostScript fonts require an extra program.

VALUE ●●
For this price, you could get hold of a copy of *AdPro* and *ProControl* and still have some change.

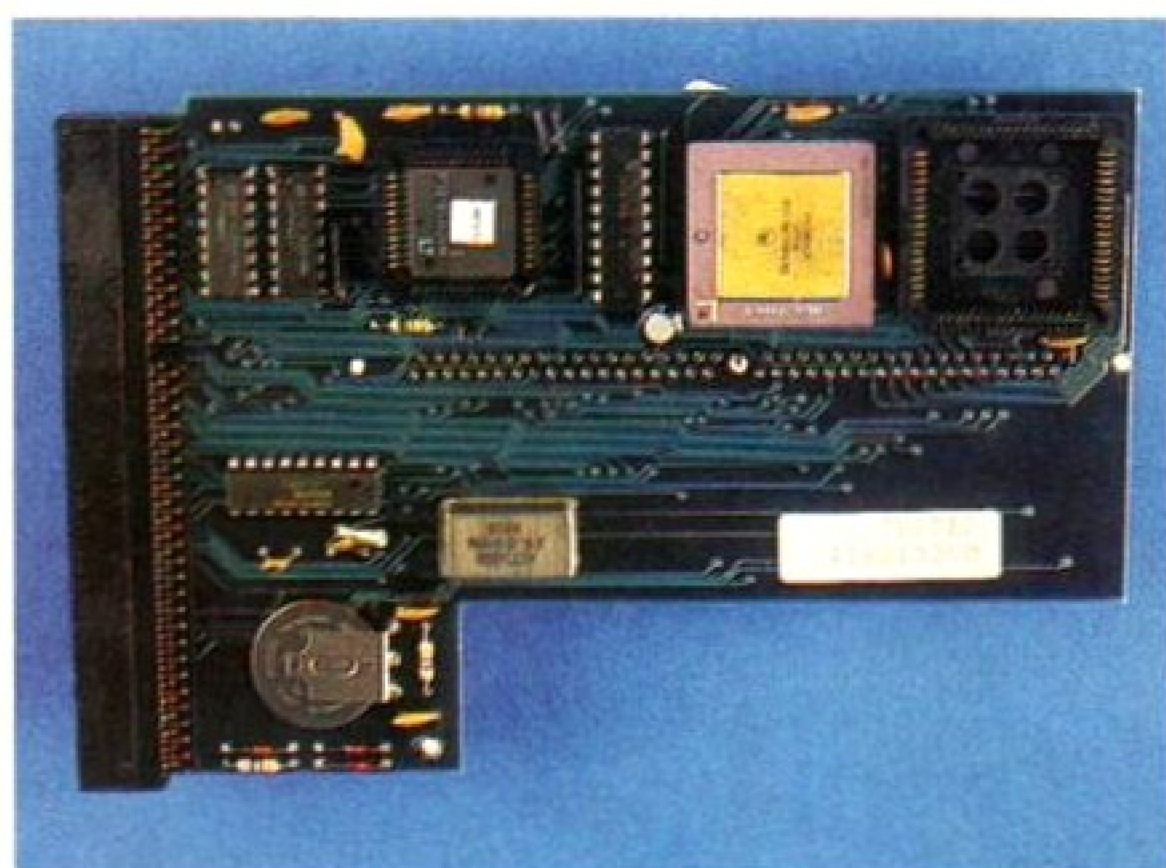
VERDICT

“ Useful for producing large numbers of 24-bit titles quickly, but the lack of support for Compugraphic fonts and the way Montage turns off multitasking make it less of a realistic option. Perhaps the next version... ”

68%

If you want a quicker Amiga, then adding Fast memory could speed things up, as Richard Baguley explains...

PC1208 Memory EXPANSION


The PC1208 gives you more Fast memory and an FPU running atup to 50MHz.

ALTHOUGH THE A1200 is by no means a slow machine, there are times when some people need, or even crave, more speed. If you are one of these speed-hungry users, then you could well be interested in the latest RAM expansion offering from Power Computing – the PC1208 which can hold up to 8Mb of memory and an FPU running at up to 50MHz.

Adding this sort of Fast memory to your A1200 will certainly speed things up, because the Central Processing Unit and custom chips won't have to fight for access to the Chip memory.

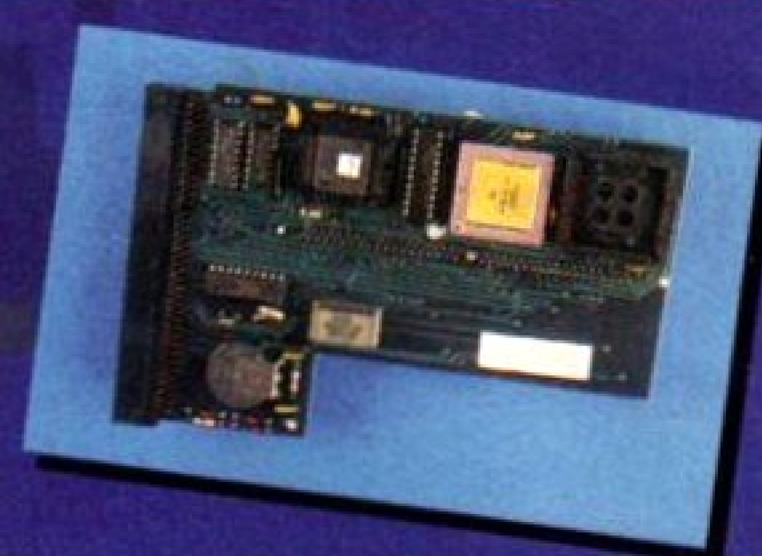
All of the memory on the PC1208 is 32-bit Fast memory, which increases the speed more than twice (by 2.19 times to be precise). Whether this will double the speed of your programs is another question, but if a program is written to use Fast memory, it will certainly run faster with this card fitted.

The PC1208 takes its memory in a single SIMM slot on the bottom of the card, so if you want to upgrade your card from 2Mb, or 4Mb, to 8Mb you'll need to replace the existing SIMM. Fortunately there is an easy solution to replacing the existing SIMM because Power are planning to part-exchange SIMMs, although prices have not yet been fixed. Other companies offer similar schemes.

The card can also hold a maths co-processor (either a PGA or PLCC type) so there shouldn't be any problem getting hold of an Floating Point Unit, but if the FPU is running at a different speed to the CPU, you'll need a crystal, which plugs into the other socket.

The PC1208 Memory Expansion is a very well-constructed card, with a clean design and at a good price. I would have liked to have seen another SIMM socket, but this isn't a real problem, because most dealers offer part exchange deals on SIMMs, so upgrading should not present you with too many difficulties.

PC1208



DESCRIPTION
A1200 RAM Expansion

MANUFACTURER
Power Computing
0234 843388

PRICE
£264.95 (4Mb, 20 MHz FPU)
£465.95 (8Mb, 20 MHz FPU)

RELEASE
Out now

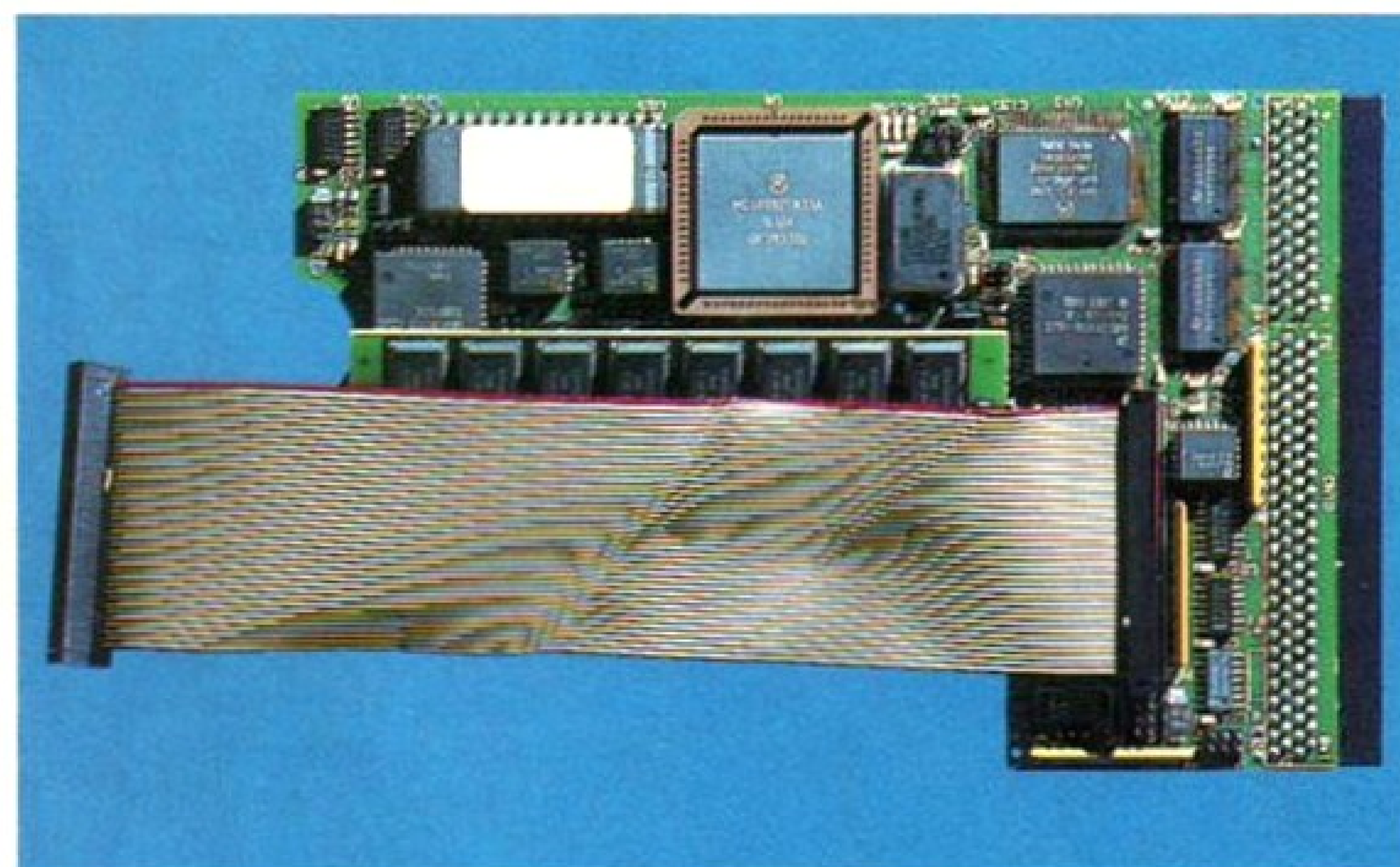
VERDICT

" A well-designed RAM card at a good price. Two SIMM slots would have been better. "

86%

...And Nick Veitch gives you the lowdown on GVP's new runner in the A1200 RAM and SCSI expansion stakes.

SCSI + *RAM*


The SCSI + RAM can increase the speed of a standard A1200 substantially. But if you want to get the most out of the SCSI port, you'll need to buy an adaptor.

IF THERE IS one thing that A1200 owners learn early it is that there is only one trapdoor slot. This means that whatever you decide to add to your A1200, you are stuck with it. There may be wacky American companies working on a trapdoor doubling board, but even if one does appear it will require some inventive expansion through your desk to use more than one card.

The solution is to get everything on one card, and that is what GVP are attempting to do in the shape of the SCSI + RAM board. As well as a fairly hefty RAM expansion, it also features a through port of sorts which is actually a SCSI interface. There are many SCSI devices available, although the most common use for SCSI is as a hard disk controller.

The port is controlled by a custom VLSI (Very Large Scale Integration) chip, designed and produced by GVP. Manufacturing custom chips of this complexity is not a simple task, and it is also expensive, therefore the development of such components by GVP would imply that they will continue to develop hardware expansions for the A1200.

The Fast RAM installed on the card will speed up your Amiga on its own, simply because all sorts of data caches can be set up in areas of memory which are exclusively accessed by the CPU. Coupled with the optional 68882 FPU this gives a speed increase of 2.19 times that of the standard A1200. Not bad.

Memory expansion can run up to 32Mb on the card, using GVP's own 16Mb SIMM modules. SIMMs can even be mixed, as long as the 16Mb one occupies the first slot (and you make sure you have set up the jumpers correctly).

The SCSI + RAM is impressive, but expensive, especially because you have to buy an adaptor to make the SCSI port in any way useful.

SCSI + RAM



DESCRIPTION
A1200 RAM and SCSI Expansion

MANUFACTURER
GVP (Silica 081-309 1111)

PRICE
£149 (no FPU or memory)
£399 (with 4Mb and FPU)

RELEASE
Out now

VERDICT

" Impressive, but the SCSI interface really should have a more standard connector. "

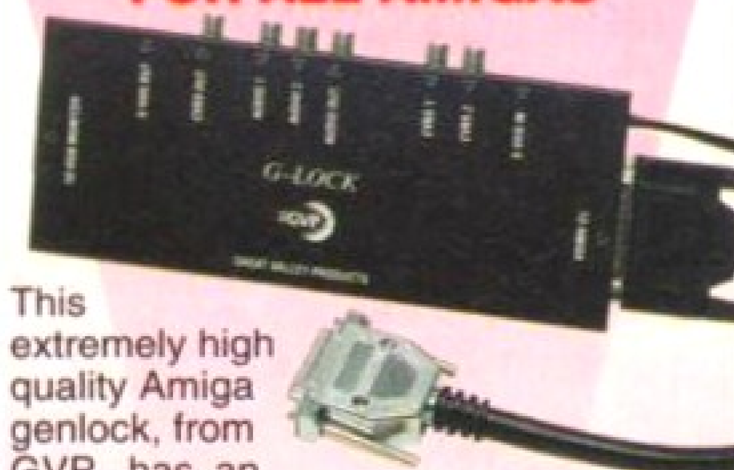
76%



WORLD CLASS AMIGA PERIPHERALS

NEW! - 50MHz A1200 ACCELERATOR + FEATURE CONNECTOR

VIDEO GENLOCK
FOR ALL AMIGAS





This extremely high quality Amiga genlock, from GVP, has an intuition-based software control panel with full ARexx and command line interfaces. Easy to use the G-Lock genlock features many sophisticated attributes among which are:

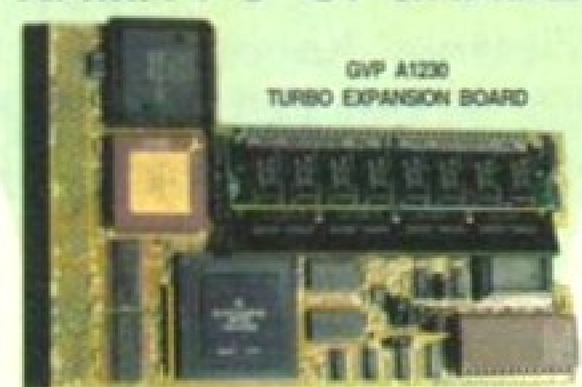
- *Two Composite Video Inputs or S-Video (Y/C) Input*
- *Simultaneous Composite & S-Video and RGB Output*
- *Video Processor - Real Time Software Control of Video Attributes (Sharpness, Gain, Brightness etc)*
- *ARexx Compatible*
- *Works with Flicker Fixers*
- *Multiple Keyer Modes*
- *Full Audio Support*

AMIGA GOLD 94%

G-LOCK ~~£349~~ **£299** INC VAT - VID 2500

ACCELERATORS
FOR AMIGA 1200

68030EC - 40MHz RAM/FPU UPGRADE



ACCELERATOR - The 68030EC processor on A1230 Turbo upgrades the normal Amiga 1200 processor (CPU). The new version is nearly nine times the speed of the 68020 in standard A1200s.

32-BIT RAM - The A1230 Turbo can have up to 32Mb of high speed 32-bit RAM.

MATHS CO-PROCESSOR - The A1230 Turbo can be fitted with a maths co-processor.

- *68030EC processor running at 40MHz*
- *Easy Fitting Trapdoor Expansion - Doesn't Void Your Warranty*
- *Up to 32Mb of 32-bit RAM*
- *Doesn't Disable PCMCIA Interface*
- *Optional 68882 Co-Processor - much faster than the obsolete 68881*



40MHz 68030EC ACCELERATOR + RAM CARD & OPTIONAL FPU

0Mb RAM NO FPU	4Mb RAM NO FPU	4Mb RAM 40MHz FPU
£249 INC VAT - UPG 1230	£379 INC VAT - UPG 1232	£499 INC VAT - UPG 1234

68030 - 50MHz RAM/FPU + FEATURE CONNECTOR

The new GVP A1230-II is the most advanced accelerator for the A1200 yet.

- *50MHz 68030*
- *Built-in Memory Management*
- *Optional 50MHz FPU*
- *Up to 32Mb 32-bit RAM*
- *Unique Feature Connector*

The new A1230-II has a custom feature connector which allows a whole range of state-of-the-art Amiga peripherals to be attached.

The first of these is a SCSI interface called the A1291, and is GVP's fastest SCSI controller yet. It features:

- *DMA SCSI Design*
- *Faaast ROM Controller*
- *High Speed, Unique DPRC Technology for Direct HD to Memory Transfer*

50MHz 0Mb RAM	50MHz 4Mb RAM	A1291 SCSI ADAPTOR
£379 INC VAT - UPG 1500	£579 INC VAT - UPG 1540	£79 INC VAT - UPG 1600

24-BIT GRAPHICS CARD
FOR A1500/A2000/A3000/A4000



EGS Spectrum is the answer to all your 24-bit graphics card requirements. It is a high performance, high resolution, 24-bit board that will take any Amiga 1500, 2000, 3000 or 4000 beyond AGA! But the hardware is only half of the picture. Without quality software, your investment will be wasted. Not only does GVP's own award winning graphics application ImageFX fully support EGS Spectrum, but also, using a Workbench driver, nearly all existing Amiga Workbench compatible applications will also work on and support the EGS Spectrum system.

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EGS SPECTRUM

1Mb RAM	2Mb RAM
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HARD DRIVE CARD
FOR A1500/A2000/A3000/A4000



The HC8+ is a high speed hard drive & RAM card which can also be used to increase your Amiga's RAM by up to 8Mb RAM.

A FULLY FEATURED SCSI INTERFACE FOR A4000s

- *High Speed DMA SCSI Controller Can Handle upto 7 Devices*
- *Ultra Fast Access SCSI Hard Drive Option - See Below*
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HC8+ HARD DRIVE CARD

0Mb HD	42Mb HD	80Mb HD	120Mb HD
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RAM UPGRADE CARDS

GVP HC8+ INCLUDES 8 SIMM SOCKETS FOR EASY INSTALLATION OF FAST RAM. THE HC8+ WILL ACCEPT 2, 4, 6 or 8Mb USING 2, 4, 6 or 8 SIMMS

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FOR ALL AMIGAS

NEW!



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- *Real-time Oscilloscope, Spectrum Analysis, Echo & Reverberation*
- *AREXX Compatible*
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- *.MOD File & MIDI Compatible*
- *FREE Samples Disk*

DSS8+ £69 INC VAT - MUS 2510

ACCELERATORS
FOR AMIGA 1500 & 2000

FAST! 32-bit TECHNOLOGY

GVP offer a range of A1500/A2000 accelerators that simply outstrip the competition for speed and specifications.

SPECIAL OFFER SAVE £135! 42Mb QUANTUM HARD DRIVE + MOUNT KIT HAR 2043 ~~£234~~ **£99** INC VAT

ONLY WHEN PURCHASED WITH G-FORCE ACCELERATORS SHOWN BELOW

G-FORCE ACCELERATORS	030 40MHz	030 33MHz
Speed MIPS*	12.1	30
Processor	68030EC	68040
Maths Co-Pro.	68882 included	In 68040 processor
Std 32-bit RAM	4Mb	4Mb
Max 32-bit RAM	16Mb	64Mb
Extras	SCSI	SCSI Ser/Par
PRICE	£699 INC VAT - UPG 0430	£1299 INC VAT - UPG 0740

*MIPS: Millions of instructions / second, a normal Amiga runs at .47 MIPS

SCSI/RAM EXPANSION
FOR THE AMIGA 1200

OPTIONAL 68882 FPU



Adding RAM or a hard drive to your Amiga 1200 will have a considerable impact on its speed. The GVP SCSI/RAM allows you to enhance your Amiga 1200 with both. Its SCSI hard drive interface is one of the fastest, whilst its 32-bit RAM upgrade is based on the same technology featured in the best-selling A1230.

- *Built-in, SCSI Hard Drive Interface - Enables 2.5" SCSI Hard Drives to be Connected Inside the A1200 Casing*
- *Optional 8Mb of 32-bit RAM*
- *Optional 68882 Maths Co-processor*

SCSI/RAM BOARD
NOW INCLUDES SCSI KIT FREE OF CHARGE

0Mb RAM	4Mb RAM - NO FPU	4Mb RAM + 33MHz 68882 FPU
NEW! £149 INC VAT - HAR 1200	NEW! £349 INC VAT - HAR 1204	NEW! £399 INC VAT - HAR 1233

MULTI-MEDIA AUTHORING
FOR A1500/A2000/A3000/A4000

ALL-IN-ONE GRAPHICS CARD



Impact Vision 24 is a fully featured video card. Unlike other graphics cards which require you to buy extra modules later, IV24 has everything you could want from a video board built-in!

Included with IV24 is GVP's custom Video Interface Unit (VIU). This gives you more choices for in and outputting video signals than any other Amiga peripheral on the market. VIU-CT splitter provides additional RGB, Y, R-Y and B-Y output.

FREE SOFTWARE WITH IV24

Create stunning 3D rendered images, retouch captured images and wipe between 2 video sources with 50 packaged video transitions for production studio effects. Also included is MacroPaint 2, a powerful 24-bit graphics package which can paint in 16.8 million colours.

- *1.5Mb 24-bit, 16.8 million Colour Buffer*
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- *FREE! Caligari 24, MacroPaint 2, MyLad and Desktop Darkroom Software*

A1500/A2000 ADAPTOR £49.95 - GVA 5224

IV24 inc VIU-S	IV24 inc VIU-CT
~~£1499~~ £999 INC VAT - VID 7024	~~£1899~~ £1299 INC VAT - VID 7124

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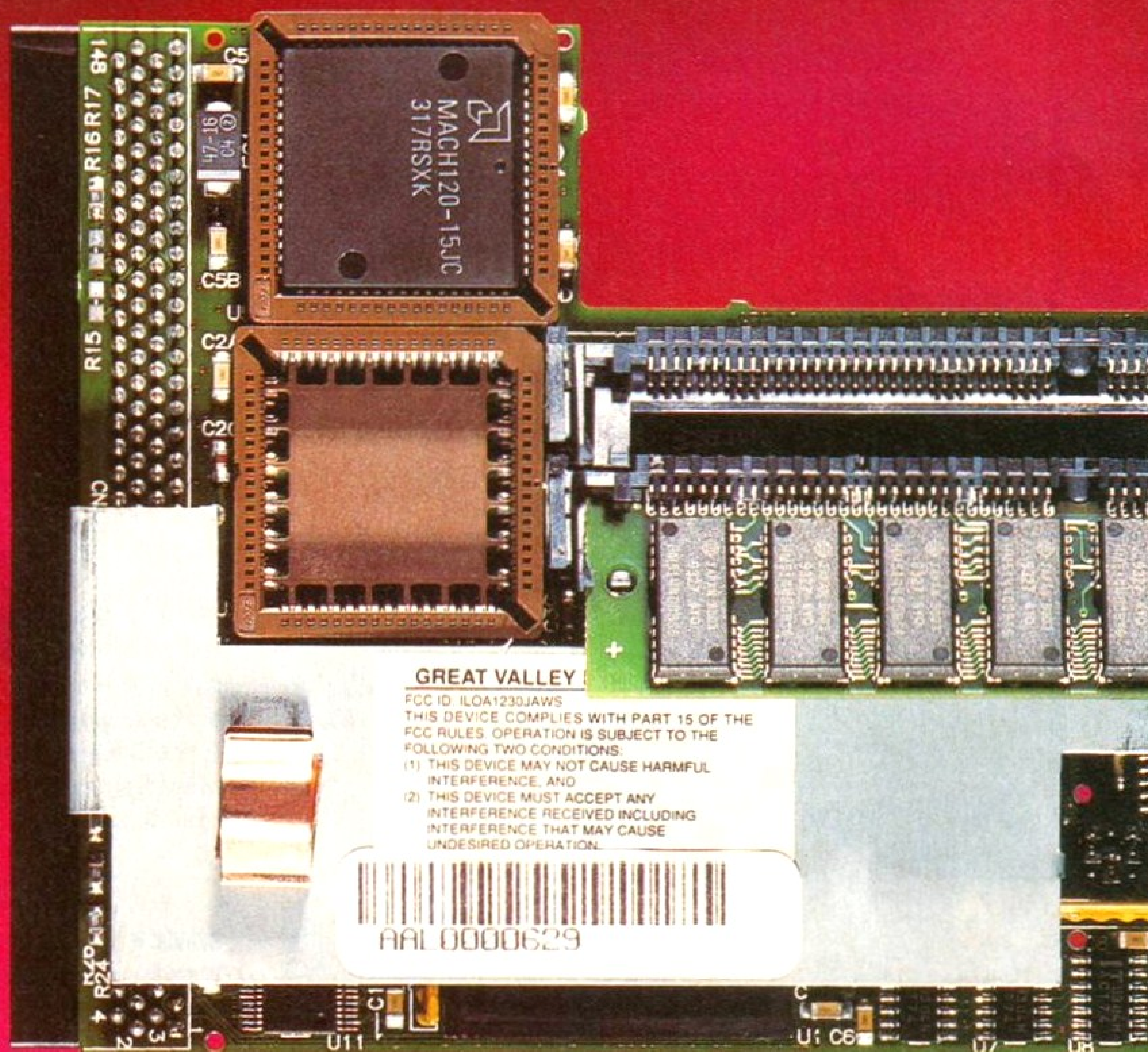
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The A1200 simply isn't fast enough for some speed freaks. But GVP have come up with a solution for even the most processor power-hungry users. Nick Veitch does a standing quarter with the best-value accelerator the A1200 has ever seen.



A1230 *Turbo+*

WE ALL HAVE a need for speed. Whether it is tearing up Tarmac on your GPz550 motorbike (on private roads of course), waiting for the tube to arrive, or those tedious minutes spent watching the video rewind, there is an urgency to life. You haven't got long and you need to cram as much into your allotted years as possible. Nowhere does this become more evident than when you are waiting for your Amiga to do something.

To a certain extent, multitasking helps relieve the problem. You can always be working on your accounts or formatting a disk, or writing the next Booker Prize winner while that huge *Imagine* file is rendering. But when you multitask, whatever you are waiting for takes even longer. You don't get something for nothing. Time spent on other tasks is time not spent doing the big thing you are working on.

The only way to resolve this is to buy in some extra power. There are several ways of increasing the speed of the basic A1200, and the simplest is to install some Fast RAM. This doesn't actually increase the processing speed, but it does decrease the time it takes to perform certain operations. If data is cached in Fast RAM (which is only accessed by the CPU) instead of Chip RAM, it means the CPU does not have to wait around for the custom chips to stop playing with the data bus.

The next best solution is to install a Floating Point Unit (FPU), or better still, install an FPU and some Fast RAM. There are many FPU and RAM cards available for the A1200 and most of them give an average increase in speed of about 2.5 times that of a standard A1200.

The best solution of all though is to get an entirely new CPU. The processor family of the Motorola 68000 series goes from the original 68000 through the 010, the 020 (installed as standard in the A1200), the 030 (found in the A3000 and A4000/030), the 040 (found in the A4000/040) and the 060 (not currently available for the Amiga, and in all likelihood it never will be).

As you progress through the series, the processors get faster. So obviously an 030 is a better processor to have in your machine than an 020. GVP thought so too, which is why they brought out the A1230.

The A1230 has now been upgraded to the A1230 Turbo+ (although the older versions are still available) which still features a 68030 chip, but this one is clocked at a massive 40MHz. A faster clock speed means a faster machine. If you don't believe us, take a look at the speed comparison table – the A1230 is the Benn to the A4000/030s Bruno.

Installing the A1230 Turbo+ is a simple matter of popping out the trapdoor panel and slotting the beast home. No, really it is that easy. The A1230 Turbo+ is the easiest expansion to fit into an A1200 ever. You won't have to resort to unscrewing everything and trying a top down approach. Once installed, you can simply

MEMORY MANAGEMENT UNIT

The 68030 chip which is installed in the A1230 is not really a 68030 chip at all. In fact it is a 68EC030 chip. What does the EC mean? Basically, the EC chips (and you can get EC020s, EC030s and EC040s now too) have one part of the full package missing. This part is called the MMU.

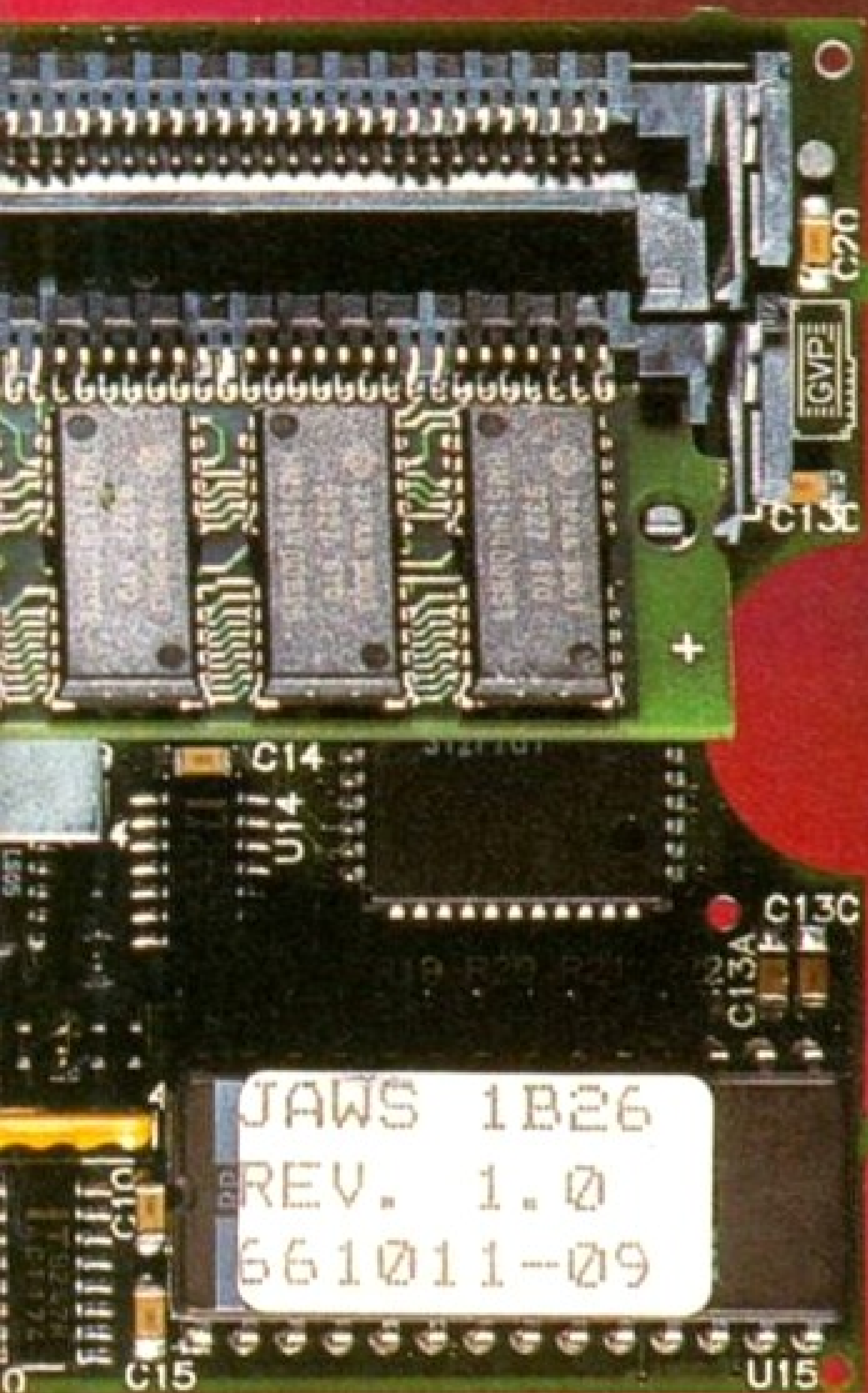
An MMU is a Memory Management Unit. This is a component of the Central Processing Unit which allocates memory for different uses when required. This is not a terribly useful part of the processor from the Amiga's point of view, because AmigaDOS dynamically allocates memory as and when the system needs it anyway.

However, there are some functions for which it would be useful to have an MMU, such as for using the development tool called Enforcer, which acts as a sentry to find out what AmigaDOS is up to, and uses the MMU unit to take a look at what's going on without disturbing the normal flow of processes.

Another use for the Memory Management Unit is in running Unix. Because of the nature of the operating system, Unix requires an MMU unit to run. Fortunately most Amiga owners are too clever to want to run Unix.

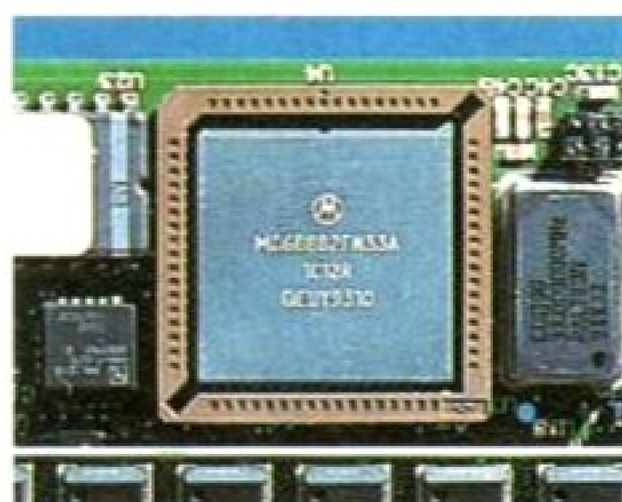
The only thing it is very useful for, is to run GigaMem, the virtual memory system which makes your Amiga think it has more memory than it actually has.

There is no common use for the MMU, so most manufacturers decide to go for the (slightly) cheaper versions of the 68000 series processors which don't have one. If you did have an MMU, it would probably just sit around most of the time being a bit of a lazy thing anyway.



The A1230 Turbo+ gives you heaps of acceleration at a realistic price.

DO I WANT FLOATING POINTS?



An FPU: highly useful for dealing with complicated mathematics.

There is a socket on the A1230 to permit the addition of a 68881 or 68882 chip. These chips are what are known as Floating Point Units, or FPUs.

No, they do not make your *Dpaint* pictures go all funny. Floating Point refers to mathematical routines which deal with numbers which have both a mantissa and an exponent. In fact, this is the same way in which most modern calculators work. They have a number which contains the significant part of the number (say the first 10 digits) and an exponent, which is the power of ten to which the number should be raised.

As you can imagine, calculating with these numbers is a fair bit more involved than dealing with just integers, so it takes a bit more processing time to come up with the answer. Unless you have an FPU that is.

The FPU spies on the instructions which are being fed to the main processor, the CPU. When a floating point operation comes along, the FPU steals it, works out the answer and then feeds that to the CPU. Because the FPU is optimised for this sort of work, in fact that is its whole raison d'être, it is able to carry out the operation much faster, usually in one clock cycle instead of the CPU's three or four cycles.

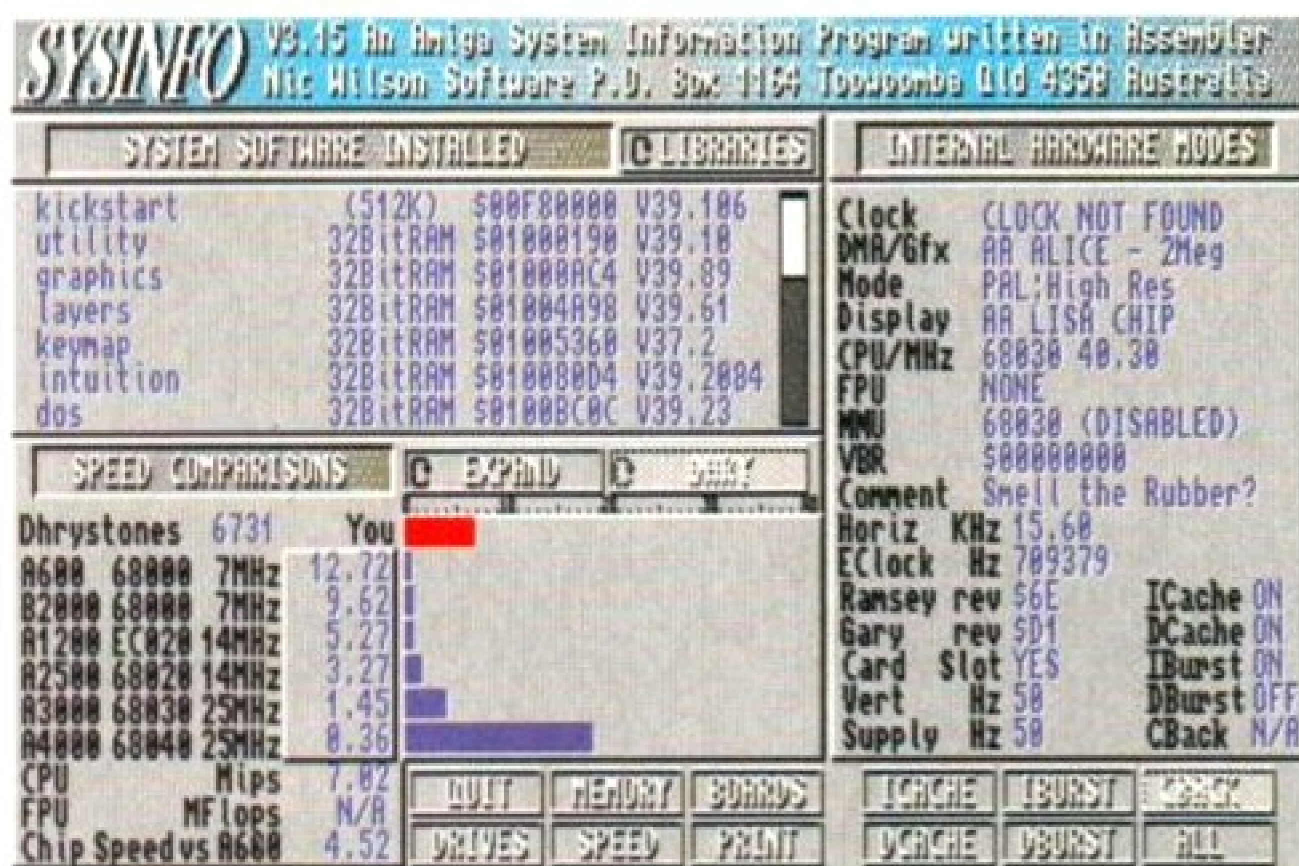
forget that the accelerator is there. Or rather you won't, because your life will be much more pleasant indeed.

The software supplied with the A1230 Turbo+ is a mix of utilities for checking RAM and altering the processor options. Or it is supposed to be. The RAM test works fine, but the processor control software seems to expect to find a G-Force accelerator (the Zorro card version) and won't run. This is a shame, because it contains the patch for enabling Shadow ROM.

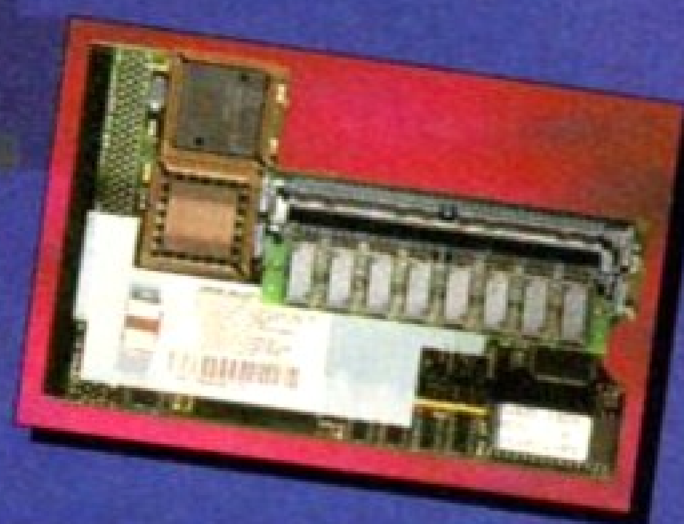
Shadow ROM is a technique which involves copying all of the Amiga's 512K ROM into Fast memory. This gives a marginal speed increase, but it's not really worth it. Most people would rather have the extra RAM.

The A1230 Turbo+ can accept up to 32Mb of Fast memory, via SIMM modules in either 4Mb, 8Mb or 16Mb chunks, and it really is advisable to get at least 4Mb of RAM when you buy the unit. Amusingly enough, if you have no Fast RAM at all, the A1230 Turbo+ is only 98 per cent as fast as a plain A1200…

See how quickly your A1200 works with the A1230 Turbo+ by checking out the processing speed with the PD utility Sysinfo.



A1230 TURBO+



DESCRIPTION
A1200 Processor Card

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SPEED ●●●●●
As fast as an A1200 gets. The unofficial speed trials yielded a performance of 6.5 MIPs.

MANUAL ●●●●
A well-written guide, keep it around, you'll need to know the jumper settings if you install more RAM.

ACCESSIBILITY ●●●●
Incredibly easy to use, just bung it in the slot and off you go. You don't really need to install the software.

FEATURES ●●●
Decent RAM support, FPU option, very fast – if only the CPU software worked it would be perfect.

VALUE ●●●●
It does seem expensive, but you have made your A1200 faster than the A4000/030 for a fraction of the price.

VERDICT

" Turbo+ is a silly name – Turbonutter would have been much more apt. Now you can show up all those people who went out and bought an A4000/030, but on the other hand, it's so quick there'll be less time for cups of tea. "

86%

HOW AN A1200 WITH A GVP A1230 TURBO+ COMPARES WITH THE COMPETITION

	Dhrystones		Imagine render[2]		DPaint Fill[3]	
Machine	units	benchmark	seconds	benchmark	seconds	benchmark
A1200	1284	1	640	1	218	1
A1200 &FPU[1]	2814	2.19	453	1.41	84	2.60
A1200 Turbo	6227	4.85	188	3.80	47	3.46
A4000/030	4232	3.30	355	1.80	63	4.64

Notes:
1. These figures are for an A1200 with FPU and 4Mb Fast RAM, since it is virtually impossible to get an FPU without a RAM option.
2. This is a quickrender from *Imagine* INT, not the FPU versions. If the FPU version had been used, the figures for the A1200 with FPU would obviously be a lot better.
3. A graduated line fill on a complicated image. The speed up with FPU is actually more due to the addition of Fast RAM.

When you get Amiga Shopper, you get all this:

- No-holds-barred comparisons between competing products, like the December issue's cover feature on colour scanners, to ensure you get the very best for your money
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- Reviews of the latest public domain software, helping you to get the most for the least

THE DEMO *II CD*

Richard Baguley checks out two new CDs. The first is packed with games, demos and utilities...



One of the many animations featured on the disc is *Don't Drink and Morph* by two Italian animators.

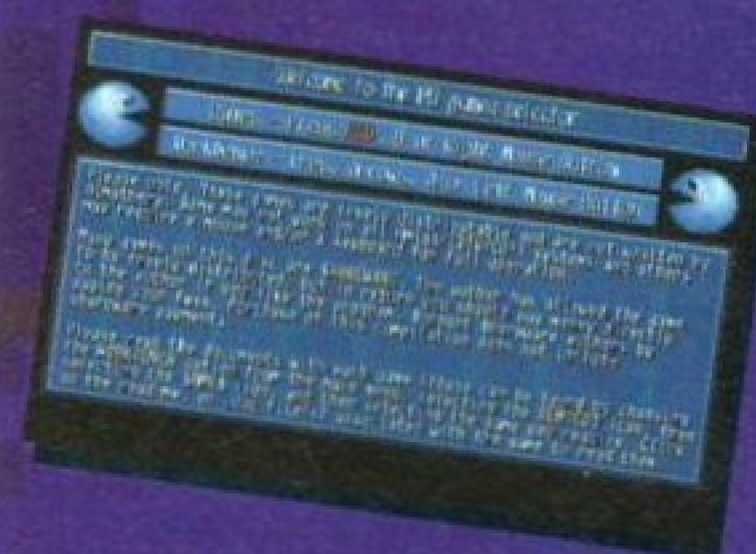
THIS MIXED BAG of demos, games, clipart images and samples contains thousands of programs, utilities and pieces of artwork, so as you would expect, the quality varies immensely.

There are more than 70 demos, on the disc, but unfortunately all of the classic ones are missing. None of this year's top 10 demos are present (see Demo Zone, page 218), and many of the ones that are included are not overly inspiring. This may have something to do with Almathera's decision not to feature any demo that contains bad language, which instantly eliminates well over half of those released.

Fortunately, there is far more to the disc than just demos. There are more than 2,000 *SoundTracker* songs which you can load and edit using one of the many versions of *SoundTracker* included on the disc. The disc also contains hundreds of clipart images, more than 100 PD games and over 6,000 samples. Not everything is of a high standard, but there are enough pearls among the swine to make this a worthwhile collection. Among the high points are the excellent *Insectoids 2* game and a number of scanned photos of flowers. All of the clipart is held in HAM, AGA and 24-bit format.

With so many files, finding a particular image, song or sample can be a real struggle and finding pictures is even worse. Although this is undeniably a great source disc, it is let down by the fact that it's so difficult to find your way around it.

THE DEMO II CD



DESCRIPTION
Public Domain Compact Disc

MANUFACTURER
Almathera Systems

DISTRIBUTOR
Almathera Systems
081-687 0040

PRICE
£19.95

VERDICT

" Although there's a huge collection of files, finding the ones you want can be a real struggle. "

85%

Multimedia TOOLKIT

...And the second is full of graphics, ranging from Old Masters to the Signs of the Zodiac.



The *Multimedia Toolkit* contains a wide selection of images in HAM, HAM8 and 24-bit mode. This one is Venus Rising by Italian Renaissance artist Botticelli.

LIKE THE ALMATHERA disc reviewed above, this CD-ROM is designed to act as a source disc for people who want to create their own multimedia programs, or simply for those who just want easy access to a few graphics.

The disc contains a wide selection of images (in HAM, HAM8 and 24-bit format), a large collection of songs (mostly *SoundTracker* ones), as well as about 2,000 samples of subjects ranging from animals to weapons, examples of black and white, colour and EPS clipart on subjects ranging from aircraft to Signs of the Zodiac and many utilities.

Also included on the disc is the *Multimedia Toolkit* program, which enables you to examine the various types of file on the disc with only a few mouse clicks. There is a good range of useful files, but there are two serious omissions: ParNet and Workbench. If ParNet had been included you could access the disc from another machine via a special lead in the parallel port. It is still possible to run ParNet, but you will need an external floppy drive connected to your CDTV.

The absence of Workbench means that you're restricted to using the *Toolbox* program to access the data on the disc, and you can't get to Workbench at all without using an external floppy drive or an existing ParNet link.

There are some good files on the disc, but it's not as well put together as the Almathera CD titles, which makes getting to the good bits an unnecessarily complex process.

MULTIMEDIA TOOLKIT



DESCRIPTION
Public Domain Compact Disc

MANUFACTURER
Weird Science

DISTRIBUTOR
Weird Science,
1 Rowlandson Close,
Brackenfield Chase,
Leicestershire LE4 2SE

PRICE
£19.95

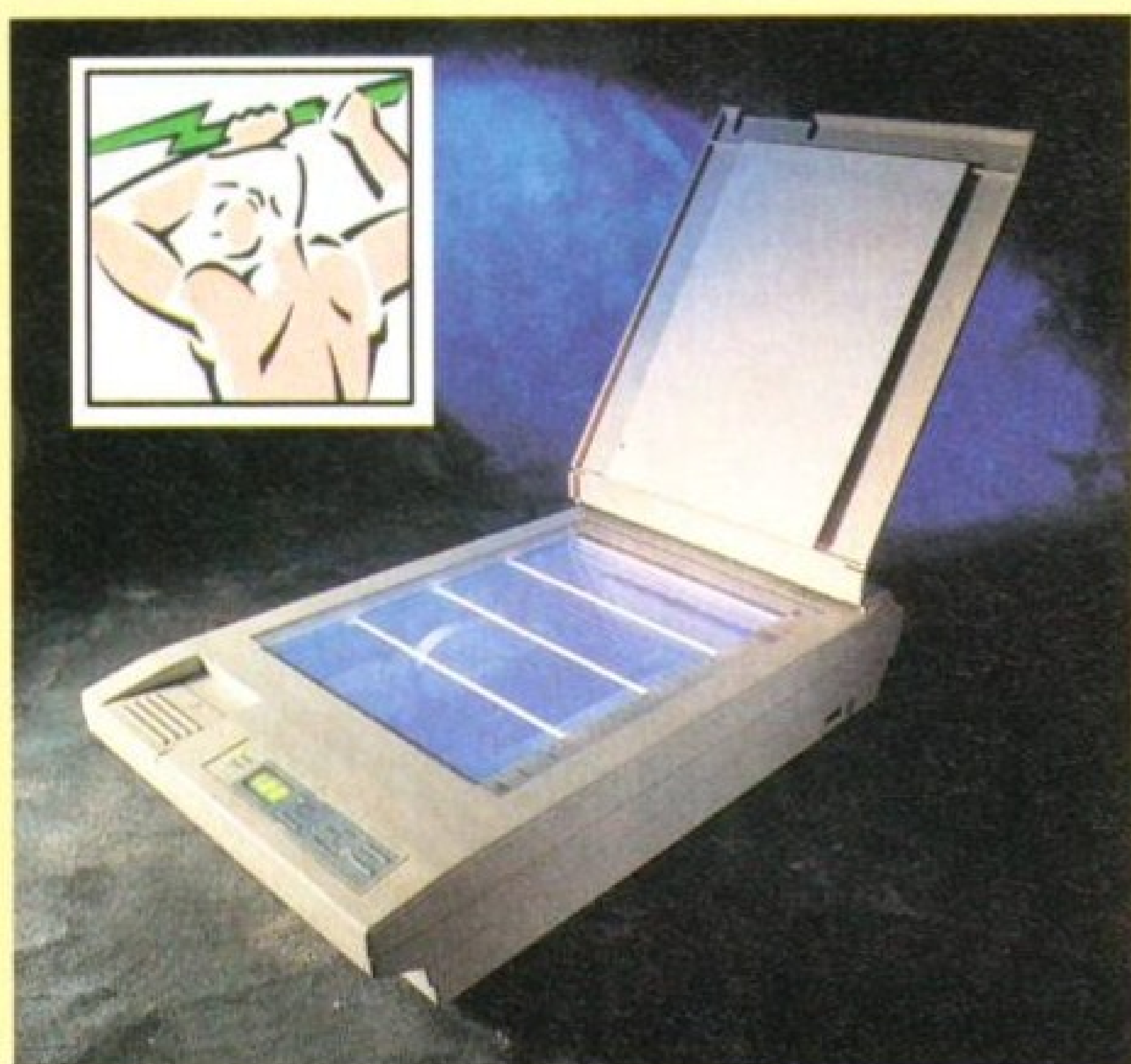
VERDICT

" A wide selection of images, but it's a shame that Workbench and ParNet are not included. "

75%




WIN! AN EPSON GT6500 SCANNER



Welcome to Part One!

Power have kindly given us a beautiful Epson GT6500 colour scanner to give away, but it's ever so expensive, so we're going to make you work for it. This is a three-part compo: three more questions next month and more, plus full rules of entry, with part three!

The Questions

1 What are the three additive primary colours which produce white when mixed in 100 per cent proportions of each?

a) Red, green, blue
b) Cyan, magenta, yellow
c) Red, blue, yellow

2 The Epson GT6500 is a 24-bit scanner. The computer term "bit" was formed by joining and shortening two other words. Which two?

a) Binary two
b) Binary time
c) Binary digit

3 What unit of measurement is used to determine scanning resolution?

a) DIP
b) DPI
c) CPI

A reminder

Remember, save those answers carefully and look out for Part Two next month!

E.M.COMPUTERGRAPHIC

THE U.K.'S NUMBER 1 AMIGA FONT AND CLIPART DISTRIBUTORS - AMIGA COMPUTING ISSUE 52
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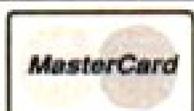
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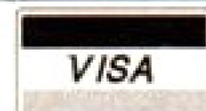
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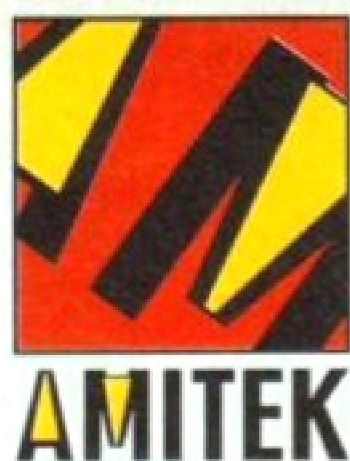
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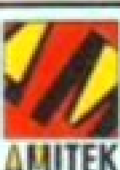
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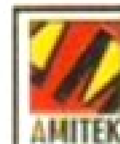
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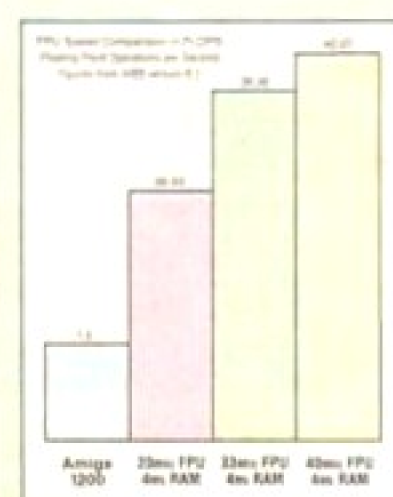


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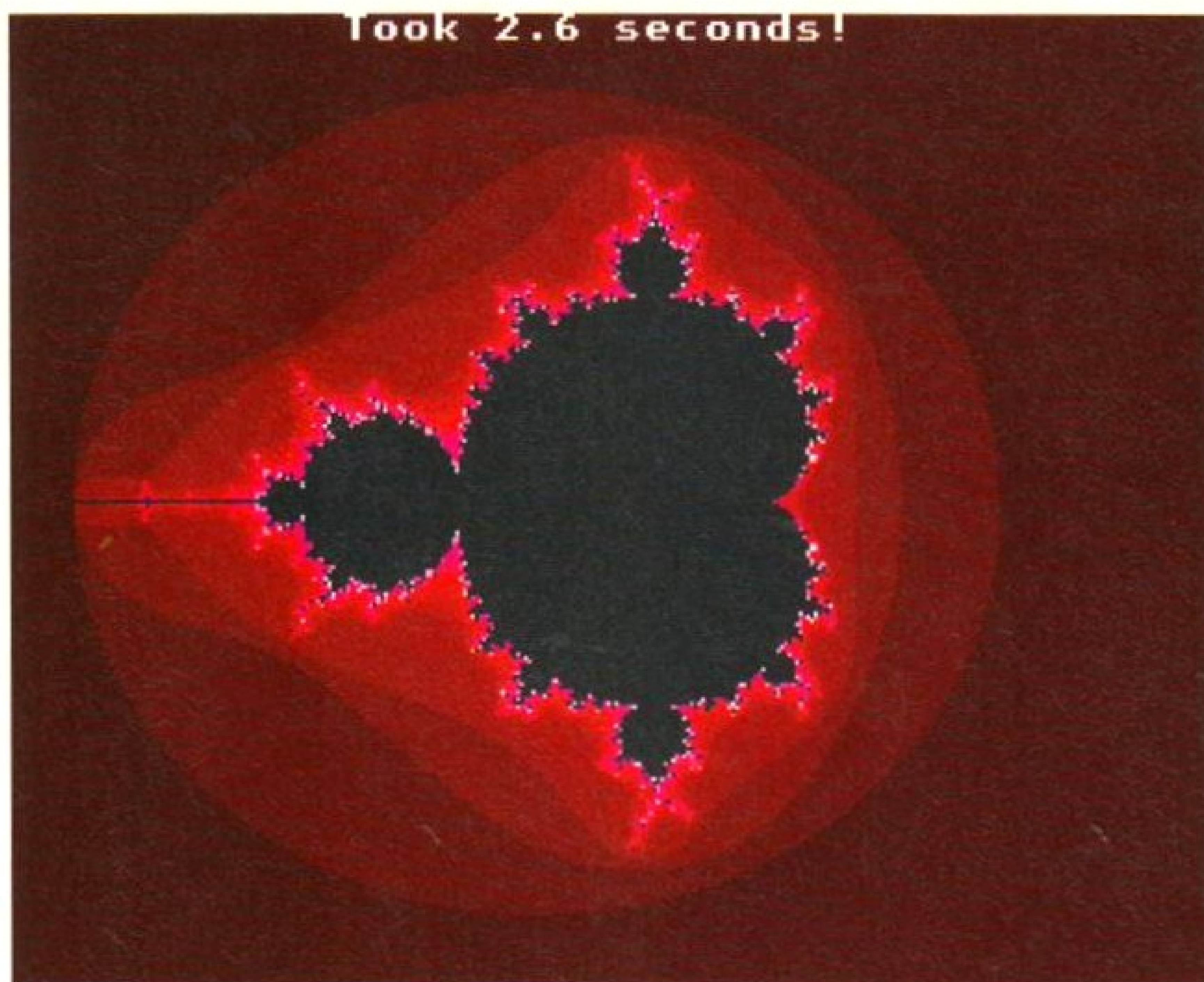




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With the recent launch of Blitz Basic 2, AMOS has been taking more than a few knocks but it's not out for the count quite yet. Jason Holborn takes a look at a new extension that could put AMOS back on to its feet.



If you would like to know just how quickly *Craft* can generate a Mandelbrot, then check out that timing!

CRAFT

FOR MANY YEARS *AMOS* has ruled the BASIC programming language market with the sort of monopoly that British Rail would be proud of. But now with the release of Acid Software's brilliant *Blitz Basic 2* their leadership has been challenged. In the battle for supremacy, *AMOS* has certainly taken more than its fair share of blows to the chin – lack of intuition and AGA support have both been contributing factors to its poor performance. But just when it seemed that *AMOS* was out for the count, it has received a much-needed boost in the form of *Craft* from Black Legend Software.

Craft is an extension for *AMOS* that adds more than 160 new commands to the existing *AMOS* instruction set. Unlike most *AMOS* extensions, *Craft* works with both *AMOS Classic* (the original *AMOS*) and *AMOS Professional*. Many *AMOS* extensions don't work with *AMOS Professional* so it's good to see that Black Legend have made sure that all *AMOS* users can benefit. It still won't work with *Easy AMOS*, but then that's more a failing of *Easy AMOS* than a lack of vision from Black Legend.

With both *AMOS Classic* and *AMOS Professional* being sold so cheaply these days, *Easy AMOS* owners should take advantage of these price cuts while they can.

So what is *Craft* capable of? Short for Colours, Requester, Audio, Fractals and Turtle, *Craft* is a multipurpose extension. That is, its command set addresses more than one area of program development, unlike some extensions which tend to concentrate on one aspect of coding.

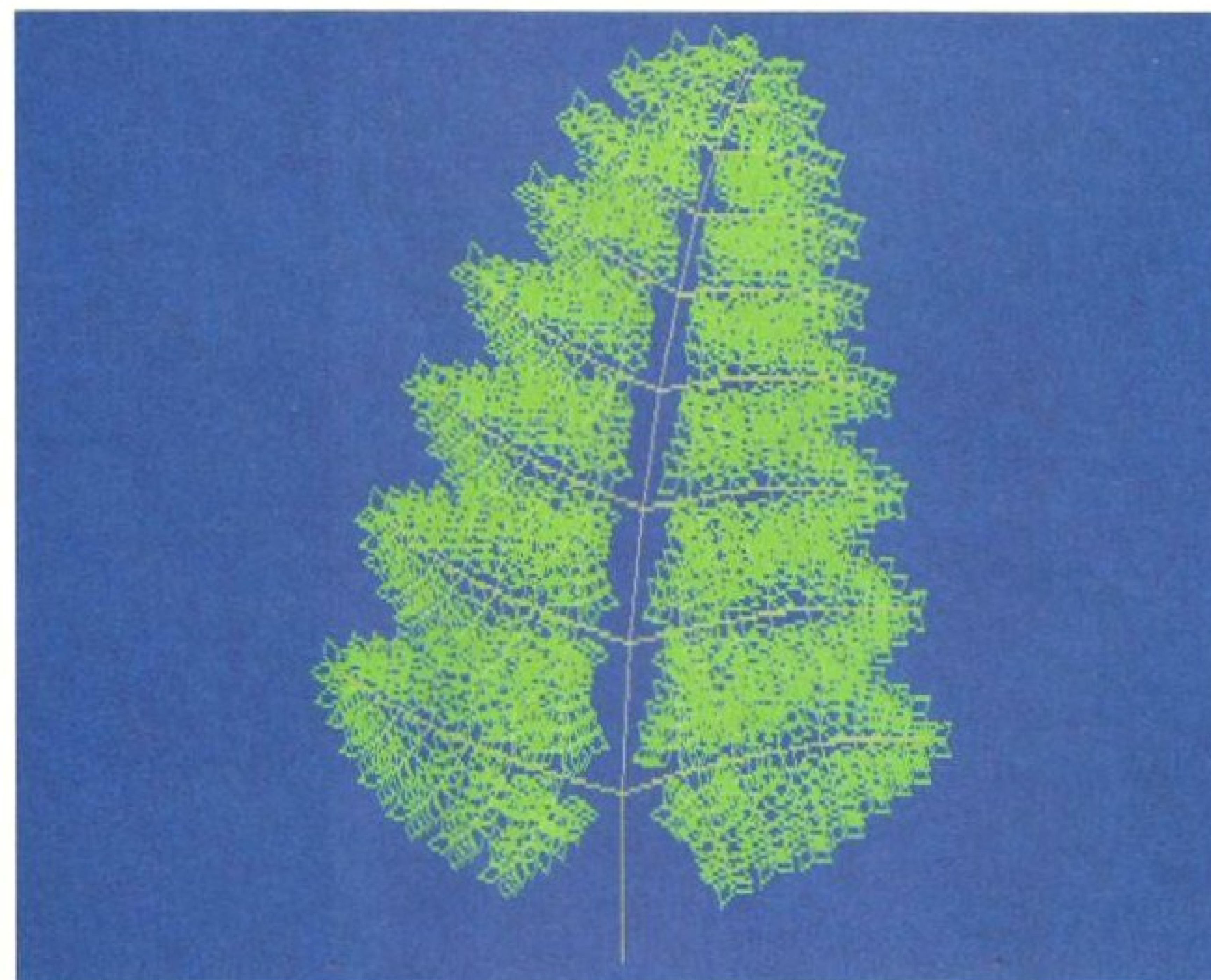
Solaris (the Finnish, and original, developers of *Craft*) have attempted to provide *AMOS* programmers with a wide selection of new and improved commands which cover areas that are either not addressed by the basic *AMOS* command set, or are simply ignored.

The *Craft* system consists of two .lib extension files that need to be installed on to your *AMOS* program disk in order for *AMOS* to access them. Thankfully this is handled automatically using a well-presented Install menu which not only copies across the two files, but also automatically changes your *AMOS* Interpreter.Config file and even manages to create a disk packed full of demonstration programs for you to play around with.

When attempting to install *Craft* on to an A1200, I encountered a few copy protection problems with the review samples we were sent. However, Black Legend assure me that these problems have now been rectified, thus you should be spared the heartache that I had to suffer.

Once installed, you can start using the extra commands which *Craft* supplies simply by loading up your copy of *AMOS*. If everything runs smoothly, *AMOS* should inform you that two extra extensions have been loaded. Before you start playing around with the commands, it is worth taking the time to load up the demonstration programs bundled with the package – they adequately illustrate what *Craft* is capable of.

Particularly noteworthy is *Craft*'s Mandelbrot and Julia fractal set demonstrations which use the Fractal commands built in to the extension to produce some



This leaf effect would take mountains of code to produce using normal *AMOS* commands but it's a doddle with Turtle graphics.

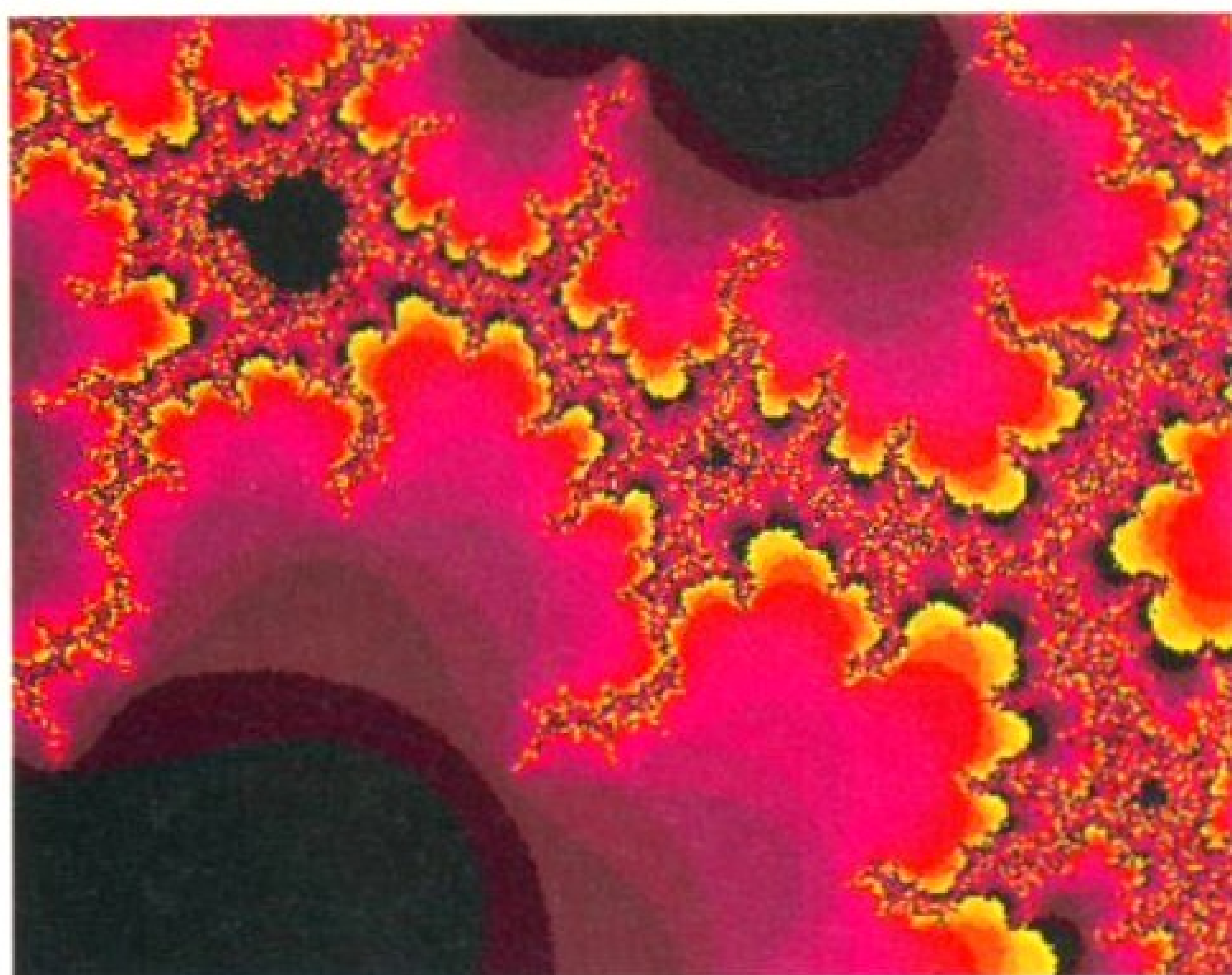
GET £6 OFF CRAFT

Because we know many of our readers will be keen to get their hands on Craft, we've arranged a special deal with Black Legend to save you a huge

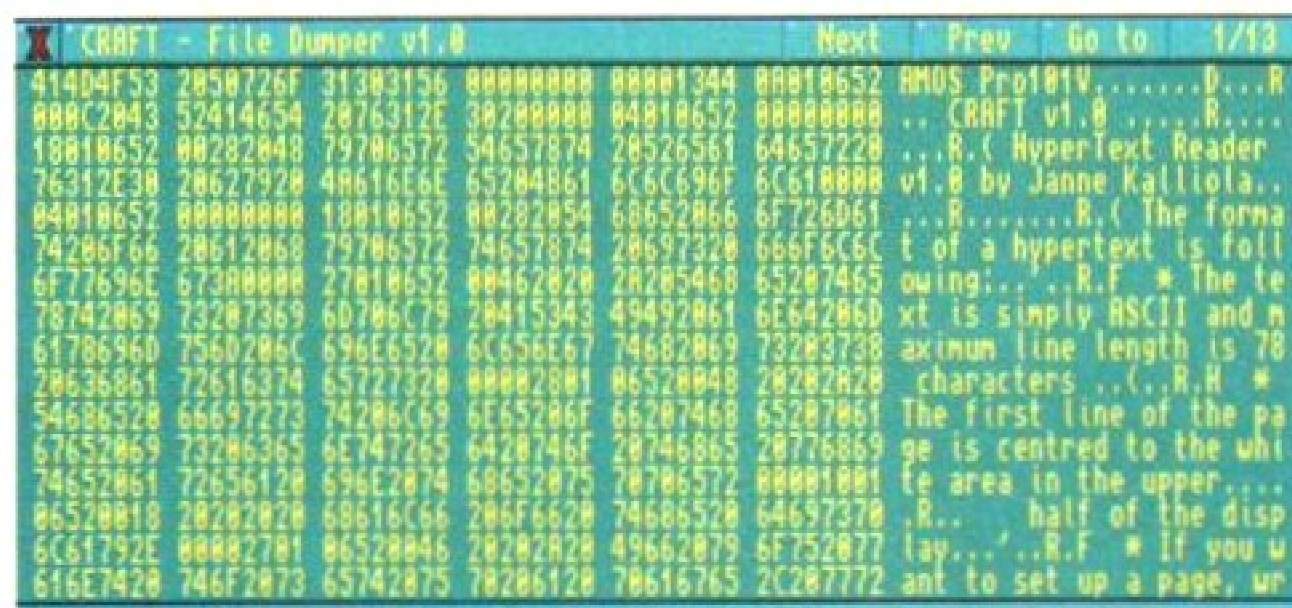
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If you want *Craft* for a mere £19.99 (+£1 p&p) instead of the normal £25.99 retail price, just send this coupon and a Cheque, Postal Order or Credit Card order for £20.99 made payable to Black Legend Software, to:

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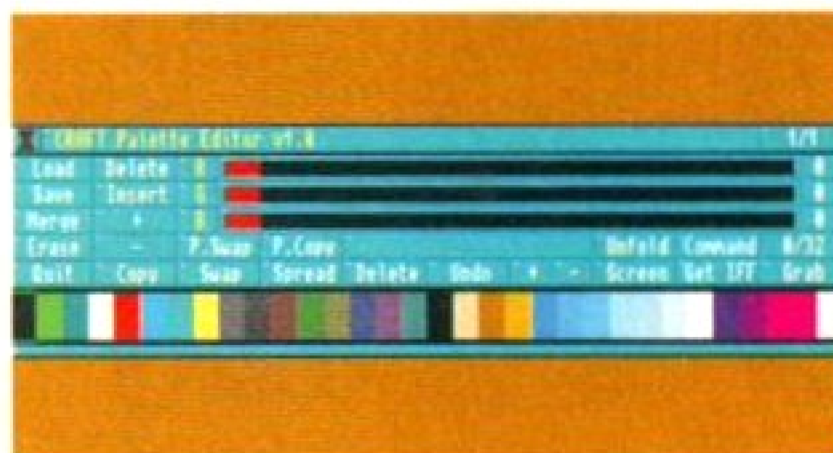
Craft even includes a Mandelbrot Zoom command that enables you explore the Mandelbrot set at your leisure.



Craft's handy File Zap accessory demonstrates its ability to dump memory.

stunning images. Developers Solaris also include the same programs written in native *AMOS* code just to demonstrate how fast its own fractal routines really are – believe me, they're fast. The range of fractal commands on offer is impressive, but if Solaris were going to support this area at all it would have been better if *Craft* covered the full range of fractal graphic generation – in particular, a fractal landscape generator would have been useful.

A major addition to *Craft*'s graphic drawing arsenal is its Turtle graphics commands. These work by enabling you to control drawing operations by issuing commands such as Turn 50 (degrees) or Move 90 (units) to an invisible pen, known as a Turtle. Essentially this gives you simple control over a polar co-ordinate system of drawing graphics.



Need a fancy colour selector in your programs? Incorporating this little beauty into your own *AMOS* programs is child's play.

The *Craft* commands are virtually identical to the Turtle graphics built in to most modern dialects of Logo (including Commodore's version), although the syntax is somewhat different, so don't expect to be able to port code straight across into *AMOS*. However, Logo itself was used primarily as an education tool, so there is no reason why the *Craft* extension cannot be used in exactly the same way.

Craft includes a number of facilities which have already made their way into the basic *AMOS* instruction set, such as having the ability to play *SoundTracker* mod format songs. Although the original *AMOS* did not support mod format, Europress corrected this with the release of *AMOS version 1.34*.

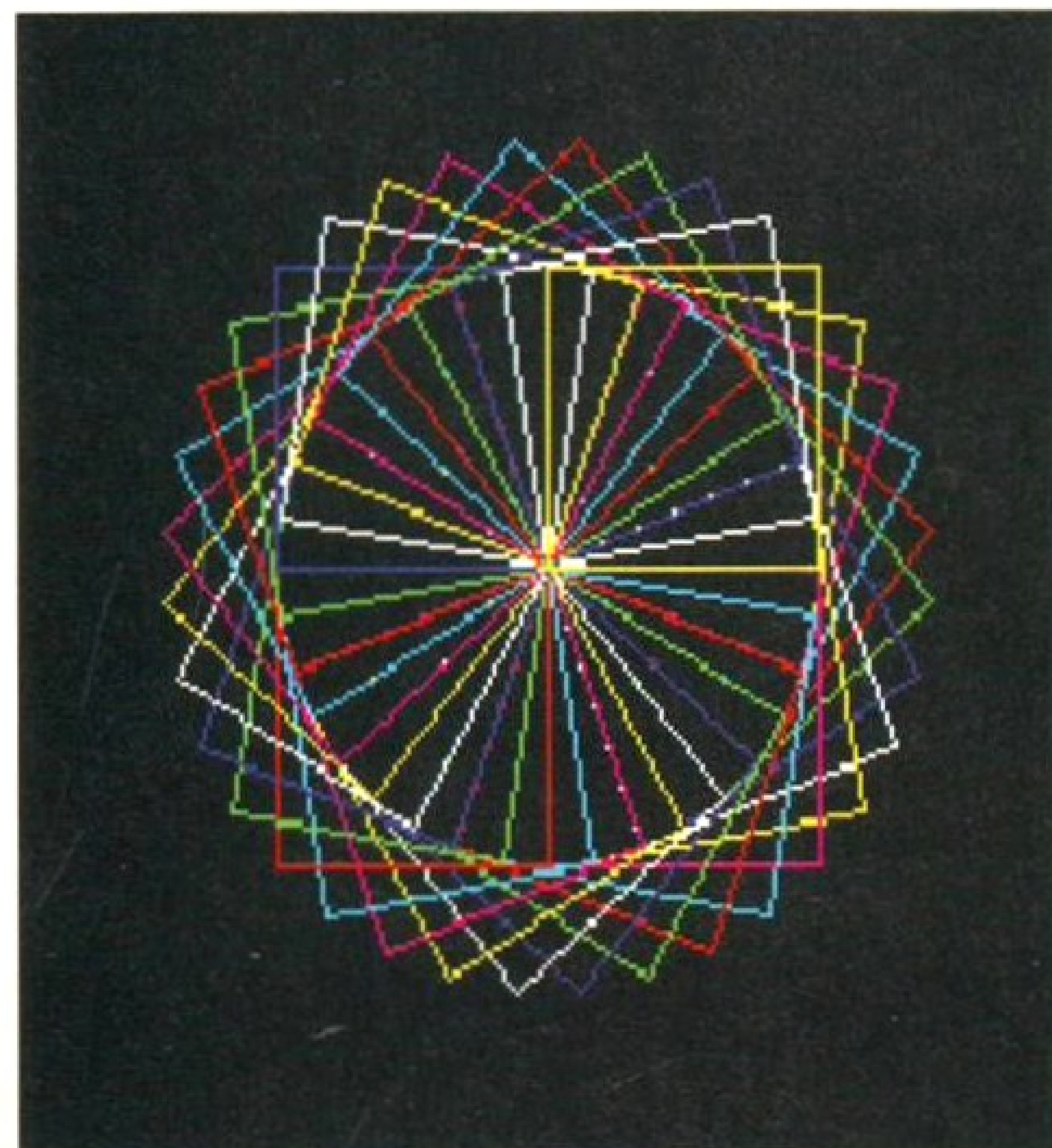
> “With *Craft* Black Legend have definitely made a step in the right direction. A very powerful extension for *AMOS*, it makes writing any application in *AMOS* considerably easier.”

Craft adds two new forms of requester to *AMOS* – the good old Recoverable Alert (a bit like a Guru message but without the fatal consequences) and – best of all – a highly configurable OK/Cancel-style requester, which should have been built into *AMOS* years ago. This makes writing applications a whole lot easier.

A *DPaint*-like colour requester accessory is also included with *Craft* which demonstrates its powerful colour handling commands although, surprisingly, this is not built into the command set.

Craft is a very powerful extension for *AMOS* that makes the task of writing applications in *AMOS* considerably easier. However, its downfall is that it doesn't include proper intuition support, support for the new AGA screen types or faster bob and icon drawing commands. But, these gripes aside, *Craft* makes a definite step in the right direction. It may not be the one-stop solution that Black Legend were hoping to produce, but it is definitely the closest thing so far.

If our Coverdisk version of *Blitz Basic 2* on *Amiga Format* 52 hasn't yet tempted you away from working with *AMOS*, then *Craft* could be the product to reward your allegiance! AF



This familiar spiral effect demonstrates what you can do with *Craft*'s Turtle graphics.

CRAFT



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Solaris

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MANUAL ●●●●
All the information you need is there and what's more it's very easy to find. What more could you ask for?

ACCESSIBILITY ●●●●
If you find the commands hard going, *Craft* includes a massive selection of demonstration programs.

FEATURES ●●●
Craft is comprehensive, although some of the commands are rather too specialised.

VALUE ●●●●
A powerful piece of software at a very reasonable price for most *AMOS* admirers.

VERDICT

“At this sort of price, Craft should definitely be at the top of every AMOS programmer's Christmas list. It certainly gives AMOS a much-needed injection of new life.”

82%

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Resident Bit-Mapped Fonts	10	14	2	14	14
AGFA Intellifont Scaleable Font Technology	-	YES	-	YES	YES
HP LaserJet III Emulation Included	-	YES	-	YES	YES
EPSON FX Emulation Included	-	YES	YES	YES	YES
IBM ProPrinter Emulation Included	-	YES	YES	YES	YES
Standard Tray Capacity	200	150	70	200	100
Protective cover on standard tray	YES	-	YES	YES	YES
Cost per copy**	1.9p	2.0p	2.1p	2.2p	1.65p
Min-Max Paper Weight in gsm	60-163	60-157	60-105	60-135	60-169
Able to print on OHP Film	YES	YES	YES	YES	YES
Able to print on 169gsm card (Manual Feed)	-	-	-	-	YES
Standby - Noise Level	38dB(A)	35dB(A)	<43dB(A)	<43dB(A)	<38dB
Printing - Noise Level	50dB(A)	46dB(A)	<53dB(A)	<53dB(A)	<48dB
PC Independent PLAIN PAPER FAX OPTION	-	-	-	-	YES

**As quoted by manufacturers - July '93

E&OE All Trademarks are acknowledged

CONSUMABLES + ACCESSORIES

PRODUCT CODE	PRODUCT DESCRIPTION	PRICE EXC VAT
CAB 7500	Cable for PC/ST/Amiga	£8.47
KIT 5200	Laser Starter Kit inc Cable	£12.50
LAA 5238	Universal Feeder (2nd Tray)	£85.00
LAA 5262	2Mb RAM Module	£85.00
LAA 5210	Developer/Toner Cartridge	£65.00
LAA 5225	OPC Cartridge (Drum)	£89.00
LAA 5312	A4 Paper Tray (100 Sheets)	£35.00
FAX 1200	Ricoh Fax/Modem Software/Firmware	£120.00
MOD 7199	Pace Microlin FX Fax/Data Modem	£180.00
LAA 5279	Ricoh Flash ROM Card (0.5Mb)	£49.00
LAA 5288	Ricoh Flash RAM Card (1Mb)	£199.00
LAA 5290	Ricoh Flash RAM Card (4Mb)	£599.00

All Prices are Exc VAT - CALL FOR A FULL PRICE LIST

*Note: A4 paper tray is already included in the printer price. More A4 trays can be purchased to feed different coloured stationery.

LP1200 WITH SINGLE BIN & 2Mb RAM LAS 5200 — **£599** + VAT = £703.83

RAM UPGRADE - 2Mb to 4Mb		(LAA 5262)	**£85** + VAT
UNIVERSAL FEEDER		(LAA 5238)	**£85** + VAT
FAX OPTION	Requires a modem	(FAX 1200)	**£120** + VAT
MODEM	Pace Mocrolin FX for Fax Option	(MOD 7199)	**£180** + VAT

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LONDON SHOP: 52 Tottenham Court Road, London, W1P 0BA	Opening Hours: Mon-Sat 9.30am-6.00pm — No Late Night Opening	**Tel: 071-580 4000** Fax No: 071-323 4737
LONDON SHOP: Selfridges (Basement Arena), Oxford Street, London, W1A 1AB	Opening Hours: Mon-Sat 9.30am-7.00pm — Late Night: Thursday - 8pm	**Tel: 071-629 1234** Extension: 3914
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IPSWICH SHOP: Debenhams (2nd Floor), Waterloo House, Westgate St, Ipswich, IP1 3EH	Opening Hours: Mon-Fri 9.30am-5.30pm (Sat 9.00am-6.00pm) — Late Night: Thursday - 9pm	**Tel: 0473 221313** Fax No: 0473 287762

To: Silica Systems, AMFOR-1293-75, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND INFORMATION ON RICOH LP1200

Mr/Mrs/Miss/Ms: .... Initials: .... Surname: ....

Company Name (if applicable): ....

Address: ....

....

Postcode: ....

Tel (Home): .... Tel (Work): ....

Which computer(s), if any, do you own? 75W

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ASI 1 Tanx, Rollerpede, Avatris Amigoids etc!+
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ASI 3 Megaball & Drip Superb gamepack! +Y
ASI 4 Frogger Go Moku,Cracker Jumpy etc!+
ASI 5 Raid, Go Looly & Retaliator+Y
ASI 6 Pacman Downhillchallenge Welltrix etc!+
ASI 7 Moonbase, Trix,Nightworks Clauderunner!+
ASI 8 Airace2,Hball,Snakepit & Numberfumbler!+Y
ASI 9 Features Battle pong & Blizzard! + Y
ASI 10 Escape, Pipeline, Pickout & Sys!+
ASI 11 Dad, Connex,Reversi Towers & Trippin+
ASI 12 Llamatron, Car, Powerpong, XFI. Fab!!+
ASI 13 Twintris, Squamble,Block it,Ball etc!+
ASI 14 ChinaChallenge2 & Amiga Columns!+Y
ASI 15 Battlecars Lettrix & Mambamove!Y
ASI 16 Wastelands, Mission X,Dellemna,Pacman +Y
ASI 17 Tomcat, Defenda, Jetman Bugblaster+ Y
ASI 18 Henry in Panic Skyflyer Omega race!+ Y
ASI 19 Growth,FranticFreddy,Biplane & more!+NOT600
ASI 20 Microbes Hollywood trivia Coin drop +Y
ASI 21 Zeus Tettrix Battlements & Dragontiles+Y
ASI 22 Lemmingoids,Wizzys quest Duel Mouthman+Y
ASI 23 Quick money,BIP,Interferon Arcadia+
ASI 24 Revenge of camels Dux Croak 3dmaze etc!+Y
ASI 25 Mr Brick,Copper,hemeroids,E Type+Y
ASI 26 Superpacman 92 Smashtv Ashido System 4etc+
ASI 27 Addictive card games. Really good!+Y
ASI 28 Doody, DrMario, Invaders2, Madbomber2+
ASI 29 DOG, Rome, Nova, B-Bal, Atax, Quadrix+Y
ASI 30 Bounce & Blast, Total Fire Tank attack!+Y
ASI 31 Arazmaz,Crazy pipe, revolution etc!+ Y
ASI 32 Blob, Sector one & Firefighter! +Y
ASI 33 Hyperball & War! 2 good games+Y
ASI 34 Trailblazer, Yelp, Qbic Rushour! +Y
ASI 35 Poing,Snakepit,Cybernetix Jump n roll!+Y
ASI 36 Mother lode, Wonderland, Kong Tactix!+Y
ASI 37 Klaktris, Ghostship, Paccer etc!+Y
ASI 38 One on One,Baldy,Skyflyer2,Transplant!Y
ASI 39 Lots of card games on this disk! +Y
ASI 40 Disk full of sliding puzzle games!+Y
ASI 41 Pacman deluxe, Hellzone Leap II etc+
ASI 42 Galaga, Intuder alert Dogs in space!+
ASI 43 Interlock Roulette Octothello etc!+Y
ASI 44 Nibbler,Mouse Impossible,Roll on etc+Y
ASI 45 Dtris,Paccheese,B-Castle Teserae etc+Y
ASI 46 Amiga Q. City,Checkers, Ouch etc! + Y
ASI 47 Elevation, Furmyre,Crave,Arena! + Y
ASI 48 Point to point,Psycho santa etc! +Y
ASI 49 Deathbringer in space Sue 1+2 etc!+Y
ASI 50 Euphorion,Roach Motel,Balders grove! +Y
ASI 51 Lamers, Fighting Warrior Shapes! +Y
ASI 52 Rockslide, Mouthman, & Nu! +
ASI 53 Venus Invaders,Mastermind etc! + Y
ASI 54 Serene,Serene II & Car Wars! + Y
ASI 55 Cli-tris, Pacatac & Asteroids! + Y
ASI 56 Stormeagle, Extreme Violence & Tiles!+Y
ASI 57 Poo-poo Dominoes Dizzy diamonds Squirm+Y
ASI 58 Super raid 4 Magnatron & Maiessae!+Y
ASI 59 Turbo thrust GX200 & Leedings! +Y
ASI 60 Pipe master2 Alien Hunter & Checkers! +Y
ASI 61 Rattlesnake Running Chaser Scud blaster+Y
ASI 62 Pipeline2 Mazeman & Up and Down ! +Y
ASI 63 Nautilus Frenzy & Drive !!!! +Y
ASI 64 Oblivion(fab!) Breakout con kit etc!+Y
ASI 65 Paranoids Chess Word Puzzle Word search+Y
ASI 66 Cow wars Asmastermind & Asokoban! +Y
ASI 67 Siege of the Beast,E Type II & Vektor!+Y
ASI 68 Demoloon Mission,Bounder & Atoms!+Y
ASI 69 Klondike,Celestial Apoker Bridge etc!+Y
ASI 70 Digital Tetris, Wangle & Tetris pro!+Y
ASI 71 Numerix, Battleships & Vs Tanks! +Y
ASI 72 Escape pre, Boulderdash(not 1200) Carl!+Y
ASI 73 Lexess, Concentration & Challenger!+Y
ASI 74 Crazy pipes II,Bombjacky & Chute! +Y
ASI 75 Double-squares Colours & Diamond thief+Y
ASI 76 Gnu Chess, Cubus & Gerb! +Y
ASI 77 Balloonacy, Cliff hanger & Descender! +Y
ASI 78 Little Boulder, Headgames Fruit Panic! + Y
ASI 79 Gray Attack,Boulderdash collection II & Atoms! +Y
ASI 80 Army Miner Flip it,Golf The Gallows etc +Y
ASI 81 Amos Defence, Thunder Tron & Gergundula! +Y
ASI 82 Artillervs Shuttle run & Arcade Volleyball+Y
ASI 83 Loadsamoney, Pong & Spider(cards)! +Y
ASI 84 Enigma, Atishoo & Zerberk! +Y
ASI 85 Paradox pre, Matchcards,Rubik & Bagitman! +
ASI 86 Smurfhunt,Lords of Host,Legend of Lothian.+Y
ASI 87 Aztec Challenge,Jonus Fullstrand & Landmines+
ASI 88 Defender, Relayer & Mosaic! +Y
ASI 89 Megaball 2.1, X fire and Cluedo!+Y
ASI 90 Flashbier, Startans & Minefield! +Y
ASI 91 Roton, Matrix & Spectrum! +Y
ASI 92 Bill, Obidox, & Solitaire Sampler! +Y
ASI 93 Smash bang wallop, Mr Munk & Alien bash!+
ASI 94 Super skoda challenge,Merchamoid & Giddy! +
ASI 95 Premier pics,Tangle,Bop & Flop & Super league man+
ASI 96 Dungeon Flipper,Backgammon Tumble tots rasterbike+
ASI 97 Bunnyblast,Mutants from Mars, New stubb city!+Y
ASI 98 Skychase The Phone company & Nestor cards! +Y
ASI 99 Gribit, Paranemmot, Space Wars & Org! +Y
ASI 100 Bloadrunner, Patience & Monaco! +Y
ASI 101 Meltdown, Paragon Boomerang & Rothello! +Y
ASI 102 Fruit Salad, Rebound & Pacsim! +Y
ASI 103 The Lost Occrest, Wacky wabbit & Megarace!+Y
ASI 104 Wooden Ball, Operation meteor & Pork a pork!+Y
ASI 105 Particle man,Rummy & Desert defender! +Y
ASI 106 Simon,Cosmoroids II Willy worm & Micro market!+Y
ASI 107 Serene III, 4 row 3d Equilog & Yacht C ! +Y
ASI 108 Strikeball, Ringwar, Four in a row & Obsess! +Y
ASI 109 Psyco blast,King high,Deluxe hamburg Thrallbound+Y
ASI 110 Space rescue Tiles Zerg & Huskerou! +Y
ASI 111 Karate Worm II Stax & Billy Dragon! +Y
ASI 112 Thunderton II Aliens Tron & Step 2! +Y
ASI 113 White rabbits preview,Trek trivia & Popeye!!! +Y
ASI 114 International Cricket pre,Insectoids II & Yum yum! +Y
ASI 115 Star trek shoot up,Egyptian run Slime line & Shark!+Y
ASI 116 Blue Diamonds4 Tsch & Sorry! +Y
ASI 117 AirWarrior, Triple Yachtzee & Youpi! +Y
ASI 118 Zombies, Armymines 14 & The last Tetris! +Y
ASI 119 Robouldix, Speed(cards) &Trik trak(backgammon)!+Y
ASI 120 Fireblaster, Super blockout & Trax! +Y
ASI 121 Chainsaw massacre, Brainbow & Worm! +Y
ASI 122 Boulderdash collection,Project Buzzbars& Xenonlll+Y
ASI 123 Artilleros II, Lamerbug & Yahtzee! +Y
ASI 124 Mr & Mrs, Elevation II & Haser backgammon! +Y
ASI 125 Namegame, Marbleslide & Snake! +Y
ASI 126 Short out, Kynaston Kid & Dodge ems! +Y
ASI 127 Shanghai 93, Lazer Zone & Oxo! +Y
ASI 128 Space Invasion,Deluxe pacman1.4& Solarsys wars+Y
ASI 129 Boulderdash Royal, Trax & Trax editor! +Y
ASI 130 Chain Reaction, Batman & Uggo! +Y
ASI 131 Tykkipeli, Tetron & Skeet shooting! +Y
ASI 132 Firefly, Quantum & Pac mac! +Y
ASI 133 2nyx, Proker and Syzygy. +Y
ASI 134 Cross circuit, Fwuff & Circuit wars! +Y
ASI 135 Gammon 1.3,Ack-Ack, Pipeline3 & Tetrix! +Y
ASI 136 Hot blox, Super pong & Snifburk! +Y
ASI 137 Blockster, Escapade & Squigs! +Y
ASI 138 Galactoid, Scorched Tanks & Air hockey! +Y

Assassins game packs made up in any numbers you require: eg ASI 1-35 only 33.95 inc P&P!!!
FUNPACK GAMES PACK 1-35 only 33.95 inc P&P!!!
(must run on Amiga 1200!)

GAMES

PG006 ANTEP & SLOT CARS role playing game+ Y
PG021 ATIC ATAC Really playable game! + Y
PG023 BATTLEFORCE strategy war game!
PG024 BLACKJACK A good card game! +
PG026 CASTLE OF DOOM Excellent! Get it + Y
PG028 COLOSSUS & WORLD Fab adventures !+ Y
PG031 DARKSTAFF Spec emulated text adventure!+
PG032 DRAGONS CAVE D&D style game Mega+ Y
PG034 ETERNAL ROME Strategy & DOMINOES+ Y
PG046 HACK Great text adventure-infocom style! +Y
PG047 HOLLYWOOD TRIVIA Nice Trivia Game! +
PG048 HOLY GRAIL One of the best Text adventures+ Y
PG053 LARN A superb text adventure game + Y
PG059 LORE OF CONQUEST space trading D&D game Y
PG062 MENTAL IMAGE 1 Gridrunner invaders & rebound+
PG063 MORIA Classic adventure now version 5.4! +Y
PG064 NAPOLEONIC WAR SIMULATOR A strategy game!
PG068 NO MANS LAND Hi tech war game-shoot em up. +Y
PG070 PETER'S QUEST Rescue the maiden platform!+
PG071 POM POM GUNNER Like beach-head on the 64+Y
PG072 PROPERTY MARKET Become a millionaire !!!
PG073 RAPHAELS REVENGE Turtle game in SEUCK!+
PG074 RETURN TO EARTH Elite space trading game! +Y
PG076 SEVEN TILES Speedball type game-MEGA!
PG079 SEALANCE A submarine strategy game +Y
PG101 THE INSIDERS CLUB Stocks & shares game
PG121 A500+ GAMES PACK 21 games to run on a plus+Y
PG127 AIRMANIA Super platform game from Addware + Y
PG128 CHEAT WORKS Stacks of new cheats.
PG129 PUGGLES Brilliant Q*Bert game!
PG131 ATLANTIS A nice looking strategy game!+
PG138 BATTLE OF BRITAIN & WAR strategy War games!
PG139 DUNGEONS OF MADROJ Excellent D&D game+Y
PG140 MIND GAMES Stacks of fun with this!
PG149 A NIGHT AT THE TOWN Witty text adventure!+
PG153 WAR very good strategy/arcade game+Y
PG154 NUMPTY & ALIEN INVADERS Manic miner type game
PG159 MR BRICK Great mario type collect coins game!
PG164 GAME TAMER 2.3 joystick tester & 268 cheats!+
PG165 SOLID SQUAD Nice little driving game!
PG168 WHATSITSNAME Great new puzzle game just in.
PG174 AMOS CRICKET Shareware cricket game.1 or 2plr+
PG175 SPACETRAX 2 player shoot each other up game+Y
PG178 MENTAL IMAGE 2 Three Excellent new games +
PG180 SECTOR 1 A nice game similar to Alien Breed+
PG182 ETHOS Simple graphical adventure Sinbad style+Y
PG183 CATACOOMBS great D&D style game. VG.GFX +Y
PG184 FATAL MISSION Very good Shootemup game +
PG190 TOP SECRET An exellent quality platform game!+
PG191 ACT OF WAR New space strategy game! +Y
PG194 INTRUDER ALERT Very good strategy game!
PG199 CASHFRUIT Nice fruit machine game! +Y
PG200 ALL ROUNDER CRICKET New cricket game!+Y
PG202/3 IRON CLADS Good strategic war game!(2)Y
PG205 SOCCER CARDS Football managing game!+Y
PG218/9 CLASH OF THE EMPIRES Super strategy!+ Y
PG255 KINGDOM AT WAR Nice strategy war game!+Y
PG256 LCD DREAMS 4 small LCD games! +Y
PG257 THE FUNHOUSE Enigma,Thundertron & a slide!+Y
PG258 AGA TETRIS 1200 tetris game & more! Y
PG259 PICTURE PUZZLE Solve picture jigsaws!+Y
PG260/1 18TH HOLE A nice golf game! (2) +Y
PG262 AGA CHESS Needs 4mg of ram to play! AGA ONLY.
PG266 BOX ADVENTURE Nice shareware adventure+Y
PG267 SLAMBALL V1.1 Futuristic Management sim! +Y
PG272 MAYHEM 2 Multiplayer manic maze game! +Y
PG273 MUGSIE Money making gangster adventure!+Y
PG274 ROULETTE & PUNTO 2 nice games (not 1.3)+Y
PG275 BLITZ GAMES Worm Buzzbar Speed+ Insectoids+Y
PG278 BILLY BURGLAR Just try & escape the spotlight+Y
PG279/80 OLYMPIAD 2 disk Lemming olympic events(2)+Y
PG281 CAVEFLIGHT Simple dodge the obstacles game+Y
PG283/4 EXORCISM Good 2 disk adventure+graphics+Y
PG286 MYSTERY 2144AD Nice text adventure! +Y
PG289/90 NECESSARY ROUGHNESS American football+Y
PG291 TITANIC CHEATS Hundreds of useful cheats! +Y
PG293 MR BROWNSTONE Lots of rooms, good!! +Y
PG294 INTENSE Another nice shoot em up! +Y
PG295 THRUST DUEL Control ship against gravity+Y
PG296 REVERSI II The ultimate version, good!! +Y

EDUCATION

PE001/5 EDUCATION SET science programs for ags 11+ +Y
PE006 KIDSPAINT Fab little talking colouring book+Y
PE007/8 LEARN & PLAY Maths, spelling etc. 5-10 yrs +Y
PE009 STORYLAND 2 Save toyland from the witch! +Y
PE010 TOTAL CONCEPTS ASTROMOMY Book on disk. +Y
PE011 TOTAL CONCEPTS DINOSAURS Book on a disk+Y
PE013 SIMON & SPACE MATHS Talking maths program
PE014 SPANISH, FRENCH, GERMAN TUTOR+Not 600!
PE016 COLOUR THE ALPHABET learn letters & colours! +Y
PE018 TYPING TUTOR, Superspell Budget & Mscalender+Y
PE019 DUNKS DTP A sort of DeskTopPublisher for kids +Y
PE020 MATHS DRILL Good maths disk for the young! +Y
PE021/4 SCIENCE Very good four disk set!+ (4)Y
PE025 FRACTIONS & SILHOUETTES Good maths tutor+ Y
PE026 WW II FACTS Good historical program!+ Y
PE027 AMIGA BEGINNER Learn to use your machine+ Y
PE028 MATHS ADVENTURE Solve questions to progress+Y
PE030/2 DESKTOP GUIDE TO ELECTRONIC MUSIC! +Y
PE033 MATCH WITH HUMPTY Match the objects! + Y
PE034 WORLD GEOGRAPHY Quite useful disk! +Y
PE035 KIDS DISK1 Super to learn reading! +Y
PE036 FIREWORKS ALPHABET Good for kids! +Y
PE037 HOORAY FOR HENRIETTA Superb preview!+Y
PE038 HENRIETTAS BOOK OF SPELLS Fab preview!+Y
PE039 COLOUR IT Exellent little colouring pad!+Y
PE040 HOW THE EARTH BEGAN The full story! +Y
PE041 SINGALONG NURSERY RHYMES Good fun! +Y
PE042 CHILDRENS FAVOURITES More fun! +Y
PE043 PICTURES & LETTERS For very young.1mg chip+Y
PE044/5 AMERICAN FOOTBALL Learn the game(2)+Y
PE046 TOTAL CONCEPTS DINOS 3 PREVIEW Superb +Y
PE047 ASI BACK TO SKOOL1 Style Count & Words +Y
PE048 ASI BACK TO SKOOL2 Simon Cal maths train etc+Y
PE049 BACK TO SKOOL3 Treasure search,Reflex etc+Y
PE050 THE LITTLE TRAVELLER Learn about countries+Y
PE051 BODYPARTS Superb preview of full program! +Y
PE052 COMMUNICATE Superb sign language teacher! +Y

BUSINESS

PB001 AMICASH bank management program+Y
PB002/3 ANALYTICALC Superb spreadsheet!+ (2)Y
PB004 ASI LABEL PRINTERS 3 of the best+Y
PB005 BANKIN control your cheque book! +Y
PB006 BUSINESS CARD MAKER Nice program+
PB007 CLERK Complete accounts package+Y
PB008 DESKTOP PUBLISHER Simple to use +Y
PB009 FLEXYBASE DATABASE Address keeper+Y
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PB015 TEXTPLUS V3.00 The BEST Wordprocessor +Y
PB017 VISICALC SPREADSHEET Simple to use+Y
PB019 BUSINESS LETTERS contracts, letters + more+Y
PB020 TEXT ENGINE 4.0 THE LATEST Version !!! +Y
PB022 BBASE IIIv1.3 Latest version of super database+Y
PB023 FORMS REALLY UNLIMITED form creation prog+Y
PB024 LAST WILL & TESTAMENTS Just in case !+Y
PB025 EDWORD Brand new wordpro - V.good +Y
PB026 AGRAPH Superb Program graphing data +Y
PB028 LITTLE OFFICE Intergrated Wpro,Sst,Dbase,Gfx+Y
PB029 ADDRESS PRINT Good label printing program! +Y
PB030 THE MONEY PROGRAM Home accounting! +Y
PB031 EASYCALC A superb new Fast spreadsheet! +Y
PB033 A BASE A shareware database program! +Y
PB034 ILLINOIS LABELS Super label program!+Y
PB035 BUDGET V1.34 manage personal finances!+
PB036 CHECKBOOK ACCOUNTANT V2.01 superb! +Y
PB037 AMIBASE PRO II Latest version of database! +Y
PB038 BUDDBASE V1.2 Very nice easy to use database+Y
PB039 BANK V1.0 A nice banking program! +Y

UTILITIES

(Note: "Y" = ok on A1200!)

PU002 A-GENE Good geneology program + Y
PU004a/b A64 EMULATOR NEW VERSION 2.0 (2)
PU005 AMATEUR RADIO 1 Interest to radio hams + Y
PU010 ARP 1.3 Amigados requester system!+
PU012 ASI GRAFFIX UTILS graphics convertors etc+Y
PU013 ASI BOOT UTILITIES bootblock utilities + Y
PU015 BIORYTHMS, STARCHART 2 Good programs+ Y
PU021 C-LIGHT RAY TRACER Good program+ Y
PU022 CHEMESTHETICS molecule displayer + Y
PU036 CURSER BASIC COMPILER Just what you need!+
PU037 D-COPY The best PD disk copier & more + Y
PU039 DBW The foreunner to Skulpt 3D !!! + Y
PU048 DYNAMITE FONTS II CutNPaste fontscreens Y
PU049 DYNAMITE FONTS More CutNPaste Fonts Y
PU055 ELECTROCAD DEMO circuit designer +
PU058 FONTS AND RAM MANAGER BIG video fonts+
PU059 FONTS & SURFACES Backdrops & fonts+ Y
PU062 GRAPHICS UTILITIES Various misc. programs+Y
PU063 HAMLAB PRO V2.08Convert VGA PC >IFF/HAM + Y
PU064 HARDDRIVE UTILS MRBackup & FixDisk & more+Y
PU065 ICONMANIA Program icons & more !+ Y
PU066 ICONS Cramm packed with icons !+ Y
PU067 IMPLODER V4.0 Megacrunching Util+ Y
PU069 JAZZBENCH Alternative Wb for 1.2/3 users.
PU071 JR COMM 1.02 Modem users comms package Y
PU072 METALLION UTILS Font Editors & more utils+ Y
PU073/76 KING JAMES BIBLE Old&New testaments (4)+ Y
PU078 M-CAD Hires design package. Excellent + Y
PU080 MESSY-SID 2 Read/Write PC Files, Brilliant!+ Y
PU083 MORSE PROGRAMS for the radio hams. Y
PU086/7 NORTH C 1.3 (2) Complete C compiler & libs+ Y
PU088 NORTH C 1.3 This is the packed 1 disk version!+Y
PU095 PRINTER DRIVER GENERATOR & new drivers+ Y
PU097 PRINT STUDIO V1.25 Prints pics & text etc.+ Y
PU108 ROT A simple 3D drawing package.Very popular.+Y
PU109/10 (2 disk) Structured clipart for Ppage + Y
PU112/3 SOMETHING FOR NOTHIN Video Utils&Fonts+ Y
PU115 ST EMULATOR Run Atari ST software !! 2 Drives
PU117 SUPERKILLERS Virus Killers! You need this! +
PU121/2 TV GRAPHICS Dpaint backdrops&Fonts+(2) Y
PU124 ULTIMATE ICONS Iconmaster,Iconlab,+ Y
PU125 ULTRAPAINT v3 A nice paint package!
PU129/30 VIDEO APPLICATIONS Video utilities+ Y
PU139 GRAPHICS CONVERTERS PC>AMiga gfx Converter
PU140 LITTLEBENCH File copier & utils Dos2 only
PU143 OPTIUTILS 1 Crammed full ! Get it+ Y
PU144 OPTIUTILS 2 Get this disk too ! + Y
PU149 ELECTRONIC PROTOTYPER Veroboard designer Y
PU152/66 CLIPART SET 15 Disks of the BEST clipart +Y
PU167 MULTI-PLOT Superb data plotting program ! +
PU169 GELIGNITE FONTS CutNPaste fonts!+
PU174 ASTRO 22 professional astrology now V3.5! +Y
PU175 GELIGNITE FONTS II Excellent IFF fonts+Y
PU176 GELIGNITE FONTS III More of above!!+
PU177/8 BENCHMASTER Windowsbench & Messysid!!
PU180 RICHARD SMEDLEY COMP Vat Checker & more.
PU182 STOCK ANALYST Technical analysis program+Y
PU183 AMYGEN Excellent geneology program+Y
PU185/8 COSMOPOLITAN FONTS (4) Packed with fonts+Y
PU189 TRONIK VIRUS KILLERS 21 virus killers & docsY
PU191 LANDBUILDER fractal land generator+Y
PU192 SID 2 Get this ! directory util !!! MEGA!+Y
PU197 MOBED 2 Dpaint for Sprites & bobs+Y
PU198 VIDEO WIPES Masks & fades Dpaint 3/4 +Y
PU200 LITTLEBENCH 1.3 Now for 1.3 owners!
PU201 MALICE FONTS Exellent tiny fonts for Dpaint!+Y
PU202 CYCLOPS Weird Plasma/fractal creator ! +Y
PU203 SCOPE 184 utils & clips for Ppage Y
PU204 GATOR GRAPHICS Dpaint tutorial disk +
PU205 PC TASK PC Emulator Now Version 2 VGA! +Y
PU207 MULTISID Combine SID2 & Multidos(PC>AMIGA)+Y
PU208 ASI HANDYTOOLS 3 mega compilation of utils Y
PU209 FRED FISH CATALOGUE contains FISH 1 - 890 +Y
PU210 PCQ PASCAL Latest version of this pascal compiler+
PU211 AMIGA PUNT A horse race predicting program!+Y
PU212 PERM CHECK PLUS a pools prediction prog Y
PU213 RACE RATER Another horse racing program!! +Y
PU215 CAPTIONATOR Superb shareware video titling!+Y
PU219 WBHACKS+ collection of hacks for + owners+ Y
PU221-225 8 COLOR ICONS Hundreds of new icons +Y
PU226/7 C-EYES FONTS For use in Dpaint, WB, etc.(2)+Y
PU229 JPEG 24 bit graphics compression util disk! +Y
PU230 MORE PRINTER DRIVERS new printer drivers!+Y
PU231/5 PAGESTREAM FONTS 5 disks super fonts!+ (5)Y
PU236/7 SCOPE197/8 Adobe type fonts, 2 disks full! +Y
PU238 M.O.R.C.V2 rune caster,new 1 disk version!+Y
PU240 FREECOPY V1.4 powerful disk copying program!+Y
PU241 CALORIE BASE Useful for people on a diet!+Y
PU243 ASPICE Circuit analysis program!+Y
PU244 BON APPETIT This is a recipe database program!+Y
PU245/256 C MANUAL Latest version on 12 disks! (12) +Y
PU257/61 PAGESTREAM FONTS 2nd set of fonts!+Y
PU262 RICHARD SMEDLEY COMP II Mortgages etc!+Y
PU263 LYAPUNOV Fabulous & unusual fractals!!+Y
PU264/8 OUTLINE FONTS For Pro pagev3 ONLY!!+Y
PU272 GOLF RECORDER Database for golf scores!+ Y
PU273 PC<>AMIGA Similar to Messysid, + docs!+ Y
PU274 TRONICAD V1.0 Electronic circuit design!+Y
PU278 GELIGNITE FONTS IV Yes more !!! fonts!
PU279 V MORPH V2.30 Yes a PD morphing prog!!+ Y
PU280 POOLS WIZARD Pools prediction,save disabled+Y
PU282 ASI MULTIVISION 2 Imagelab,Wasp & more,super+Y
PU285 WORKBENCH 3 BACKGROUNDS. 1200 ONLY!
PU286 INSCRIPT Program for Video titling! +Y
PU287 NUMPAD Numeric keypad emulation!(600 ONLY)
PU288 ENGINEERS KIT Test your Amiga system! +Y
PU289 AUDIO ANIMATION STUDIO Create your own! +Y
PU291 1200 WORKBENCH HACKS Useful utils! Y
PU292 1200 UTILS1 Gif & PCX datatypes etc!A must!Y
PU293/317 25 disks of Ham radio software! (25)+Y
PU318 POWER UTILS Utils written in Can Do! +Y
PU319/23 OUTLINE FONTS For Pro page 2.1 or 3!(5)+Y
PU324 WINEMAKER Database for winemakers! +Y
PU325 EZASM LAZI & A68K Programmers disk! +
PU326 PLOTTER Plots two dimensional functions!+Y
PU327/8 X BENCH all round replacement! (2) +
PU329 BCFORTRAN77 Programmers development system+
PU330 SLEEPLESS NIGHTS Utils useful for 1200!Y
PU331/43 COLOUR FONTS(ASSIGNABLE)(13) +Y
PU346 EXOTIC RIPPER V2.10 Soundtracker ripper! +Y
PU347 RAVE GENERATOR Plug in a sampler(1mg chip)+Y
PU348 SPEED UTILS Fixdisk Headclean Snoop & more!+Y
PU349 NCOMM V3.00 The latest version comms disk! +Y
PU350 KINGFISHER Fish database 1-840 (packed) +Y
PU351 ASI FIX DISK Get old programs running on dos2/3+Y
PU352 HP 550C & Cannon Bubblejet printer drivers! +Y
PU353 TAB MASTER Music to Guitar translator prog! +Y
PU354 ASTRONOMY v2 calculate info on solar system! +Y
PU355 SUPERDARK Superb & unusual screen blanker! +Y
PU356 FONTFARM Contains 55 large & Small fonts! +Y
PU357 CANON PRINT STUDIO A must for BJ owners! +Y
PU358 PPAGE TEMPLATES,GENIES etc. Very useful!+Y
PU359 PRO PAGE HELP DISK Extremely useful disk!+Y
PU360 WINDBLEND Super effects but 1200 only! Y
PU361 XPK COMPRESSION UTILS compression progs!Y
PU362 STARVIEW Gives view of star for given time etc!+Y
PU363 FORCASTER Horse racing prediction program! +Y
PU364 COURSE FORM Simple horse racing prediction!+Y
PU365 ATTIC & BLITT Useful to C programmers! +Y
PU366 WB2 UTILS Full of obscure but useful utils! +Y
PU367 PE PRINT UTILS Lots of useful labelling progs+Y
PU368 IMAGEBASE RUNTIME Standalone for CLU27+Y
PU369 TV TITLES DEMO Shareware Titling program! +Y
PU370 24 BIT UTILS Rend 24 & more useful utilities!+Y
PU371 AMOS PRINTER ROUTINE For own Amos progs!+Y
PU372/3 PARNET SOFTWARE Link 2 Amigas! (2)+Y
PU374 1200 UTILS 3 More new 1200 utilities!+Y
PU375 POOLS TOOLS2 3 pools related programs!+Y
PU377 MING SHU Simple astrological program! +Y
PU378 GRAPHPRO V1.1 Shareware graphics program!+Y
PU381 SPECTRUM EMULATORV1.7 Works on ALL!! +Y
PU382 SUPERVIEWER V2.4 assemble slideshows+Y
PU383 WORD UTILITIES Super word puzzle solver! +Y
PU384 THE GENEOLOGIST Superb Family database! +Y

ANIMATIONS

PA039 ERIC-S AMY VS WALKER Cute & sexy! 1.5M Y
PA040 ERIC-S BATMAN vs JOKER Very funny!!!+Y
PA042 ERIC-S COYOTE STRIKES BACK 1mg too! +
PA043 ERIC-S MORE AEROTOONS Very witty !!!+ Y
PA045 ERIC-S STEALTHY II Mig-29 vs Stealthy !+Y
PA053/4 LIGHT CYCLES (2) Tron animation+
PA065/68 REAL 3D (4) Superb of the program+
PA072 THE JUGGLER A classic amiga demo!+ Y
PA074 THE WALKER vs The Helicopter - Mega !+ Y
PA075 THE WALKER vs A2000 A classic ! + Y
PA086 FRACTAL ANIMATION full screen low flying anim+Y
PA091/3 GAS TURBINE, STEAM & PETROL ENGINE (3)+Y
PA094 AMY JOGS,WALKS & SNEEZES by E Schwartz! +Y
PA095 HOW TO RUN INTO A WALL by Eric Schwartz! +Y
PA099 ATF AGILITY new ES anim, very witty as usual+Y
PA100 VTOL CONTEST Check out this new ES anim ! +Y
PA101 DOLPHIN DREAMS Great Dolphin anim! + Y
PA103/4 KINGFISHER 2 Superb bird animations!+ Y
PA106/7 THE JOURNEY Fab fractal pics & anims(2)+Y
PA118 3 SCHWARTZ Skydive,Soft landing & bomber! +Y
PA119 STEAM ANIMATION V2.0 Now with sound! +Y
PA120 TWO STROKE PETROL ENGINE Super anim+Y
PA122/3 THUNDERBIRDS ANIM Nice animation! (2)+Y
PA141 STIRLING II ENGINE Another fab engine anim!+Y
PA142 NIGHTBREED AGA FRACTAL FLIGHT Colourful! Y
PA143 XMAS ANIMATION Amusing animation! +Y
PA145 SUNJETS ANIM Nice anim of jet planes! +Y
PA146 FLY ANIM Biplane loops the loop!(not 1.3)+Y
PA147 EARTH ANIM Fast frame pics of Earth(not 1.3)+Y

AGATRON(Ok 1200!)

AGA01 RED LOTUS Spinning down the road. Fantastic !+
AGA02 JET FIGHTER landing on a runway, basic anim +
AGA03 STAR TREK - Shuttle fly past - Great ! 1m +
AGA04 KLINGON CRUISER Flying around your screen !+
AGA05 STAR TREK KLINGON fires torpedoes 1m +
AGA06 LOGO, plus a great star wars fly by animation +
AGA07 STAR WARS FIGHTER doing loops etc 1m +
AGA09 STAR WARS - Fighter fly by, impressive 1m +
AGA10 STAR TREK - Enterprise in dry dock, Incredible+
AGA11 TRON - Tank v Deactivator. Good vectors +
AGA12 TRON ANIMATION - Not one of the best +
AGA13 ROBO 1 A nice ray traced robot waving 1m +
AGA14 STAR TREK Workbee & Reliant, 3 shots +
AGA15 LOTUS CAR, Billiards, & Jet Fighter animations! +
AGA16 STAR TREK Various anims from the star trek game.+
AGA17 STAR TREK TWOK animation Short but okay +
AGA18 STAR TREK - Enterprise fly by. Short anim +
AGA19 BOND ANIM - Copter plus a car, not too amazing+
AGA20 Huey 2 A helicopter leaving a landing pad +
AGA21 ENTERPRISE DOCKING WITH SPACE STATION+
AGA22 ENTERPRISE APPROCHING stunning anim ! 1M +
AGA23 FLEET MANOEVRE Stunning animation! 1m +
AGA24 KULI PEN animation & Ping pong. Great! 1m +
AGA25 THE RUN , a suberb car chase 1mg +
AGA26 SHIP ROCKING at sea,/enterprise leaves dock+
AGA27 BOOK OPENING Nice anim of a book opening.+
AGA28 SHUTTLE & ENTERPRISE Fab anim by Richter+
AGA29 MILLENIUM FALCON The ship being chased -1M+
AGA30 HYPERSPACE animation & Landing animation 1m +
AGA31 PORSCHE anim rising out of table 1 mg. +
AGA32 SPACE - Space probe flying away 1m +
AGA33 PROBE Bird of prey animation & Klingonhit! 1m+
AGA34 SPACE OFFICE Star trek anim, a little short +
AGA35 SPACE PROBE, great anim of probe zooming off!+
AGA36 BIRD OF PREY, loop the loop animation 1m +
AGA37 TOBIAS GOES KNACKERS - Check this out ! 1m +
AGA38 TOTALLY WICKED ! Shuttle & Enterprise (2 MEG)
AGA39/53 AGATRON SPECIAL! Yes, a 15 disk anim!+Y
AGA54/62 AGATRON SPECIAL! a 9 disk anim, fans only+Y

POWERANIMS

PP001/2 ANTI LEMMINGS (2) This is Brilliant! 2M
PP003 AT THE MOVIES Cute anim of Amy squirrel 1.5M+Y
PP004/7 AUTOMATED LIGHT (4) Battlestar galactica! 3M
PP008/10 BUZZED (3) Great anim of wasp crashing! 2M
PP011/12 DATING GAME (2) Very witty!, Get it, 3.5M!
PP016 GULF WAR Another ES production! Good 2M! Y
PP021/4 LANDING (4)Tobias Richter poweranim 4M!
PP025/27 STATION AT KHARN (3) Incredible 2M demo Y
PP036/7 WALKER DEMO (2) A 2mg version of a classic!
PP040/43 AT THE MOVIES II (4) Hilarious ! 1mg>3mg
PP044/45 AMY V WALKER II (2) Another witty ES demo 3M
PP046 SWEET REVENGE Coyote vsRoadrunner ! 1.5mg+Y
PP050 UNSPORTING Wicked aerotoon by Schwartz+ 2M Y
PP051/2 CHARLY CAT Super Shwartzlike cartoon! 2mg.Y
PP053/4 CHARLY CAT AT THE BEACH 2nd anim 2mg!Y
PP057/9 CHARLY CAT CATCHES A CANARY Fab! 3MG.
PP060/3 CHARLY CAT MOUSTERMIND Great! 3.5MG.
PP064 DUNCAN DUNG BEETLE Unusual 2mg animation! Y
PP065/6 CHARLY CAT SNOWJOKE Latest anim 2mg. + Y
PP067/9 SPEED LIMIT 3mg motorcycle race! + Y (3)
PP070/1 LEMMINGS REVENGE Very amusing anim! 2mg Y
PP074/6 G.I. SPY 3mg anim from charlie cat author! (3)
PP077/84 THE HAUNTED Tremendous animation.3mg!(8)
PP088/9 SPORTING DOO DOO Nice animation! 2mg(2)
PP090/1 ROADHOG ANIM Very funny 2mg animation!(2)Y
PP099/100 AT THE FLIX Charlie cat again! (2) 2mg
PP101/4 QUALITY TIME Superb Shwartz 5mg anim (4)!
PP105/6 SATELITTES REVENGE Good anim!(2) 2M.
PP107 DAMBUSTERS Lancaster bomber fun! 2M.
PP108/10 CHARLY CAT IN SICKNESS & HEALTH!(3)3mg!
PP111/2 BUGSBUNNY&SPACEMEN Action packed2)2mgY
PP113/4 CALVIN & HOBBES Super animation!(2) 3mg.
PP115/6 SPAR TREK3 BATTLESTATIONS Fun! 2mg (2)
PP117/8 PRANK ON FURBALL Cat has a pizza! 2mg (2)
PP119 BAITMASKING Another fun Shwartz anim 2mg(2)Y

DEMOS

PD005 AMOS 3D DEMO Shows some great effects!+Y
PD018 CHAOS ROCK Fab light show with fractals!+
PD068 PHENOMENA ENIGMA Absolutely brilliant! +Y
PD076 PLASMUTEX Good plasma & great music +
PD093 SCOOPEX CHROMIUM Superb demo +Y
PD094 SCOOPEX MENTAL HANGOVER A classic+
PD097 SILENTS GLOBAL TRASH Incredible!!+
PD130/34 ALCATRAZ ODDESSY Awesome!! Ok on 500+!
PD154 DECAY GET FROGGED Superb quality! +Y
PD171/2 SILENTS EXPOSE(2) Incredible Get it !+Y
PD177/8 TRSI TIME ZONE New, some good effects!+Y
PD182 SPACEBALL Absolutely brill,needs 1meg chip!+Y
PD183 DIGITAL LETHAL EXIT Good vectors demo! +Y Y
PD185/6 ANDROMEDA MIRROR Fab Music & Graphics!+Y
PD187 HOY AGA DEMO 1st 1200 demo,a must! 1200 ONLY
PD188 SANITY WORLD OF COMMODORE Super demo+Y
PD189/90 SILENTS DEMON DOWNLOAD Fab demo! (2) +Y
PD197 MOBIL DESTINATION UNKNOWN by Spaceballs+Y
PD200 PHOENIX DEMO inc Flashy rave demo!+Y
PD201 1200 INTROS Yes, some AGA intros at last! Y
PD202 TECHNOLOGICAL DEATH Freaky techno rave +Y
PD205 FAIRLIGHT ILLUSION Good demo 1mg chip! +Y
PD206 MELON HOW TO SKIN A CAT Nice effects! +Y
PD207 NEMAL BOUNDLESS VOID good effects & music+
PD208 HOI AGA DEMO 2 2nd fab demo for 1200 only! Y
PD213 TROJAN TECKNO TRACKS Amazing effects!!+Y
PD214 TALENT PANTA RHEA realtime 3d fractals1200 only
PD215 FAIRLIGHT 242 Unusual & interesting demo! +Y

MUSIC DISKS

PM001 100 GREATEST 64 TUNES 100 fab 64 tunes!+
PM010 AMEGA PARTY WINNERS Four WICKED songs+ Y
PM016 BEATLES SONIX Nice music +Y
PM018 BEATMASTER I LOVE TECHNOLOGY Rave ! +Y
PM019 BRUNO's MUSIC BOX II Superb jazz funk music +Y
PM020/21 BRUNOS MUSIC BOX III Jazzfunk, Get it ! +Y
PM026 DEPECHE MODE MUSIC Soundtrackered tunes! +Y
PM027 D-MOB MUSIC 3 House music remix, good! +
PM058 MAG FIELDS CHIP FESTIVAL Full of chip music!+Y
PM059 MANIACS OF NOISE This is brilliant!+
PM074 SOUND OF SILENTS Just get this its mega!
PM092 PIANO TUNES Nine piano songs- good + Y
PM096 STAIRWAY TO HEAVEN Rendition of the song+Y
PM104 500 THINGS COMEBACK 4 great rave type tracks+
PM112 TECHOMANIA II 8 essential hardcore tunes+
PM122/4 PLAYSID 2 (3) You must get this !!!!! +Y
PM125 PLAYSID inc RobHubbard, ManiacsOfNoise + Y
PM154 PULSE Yes, pulsating rave music again!! +Y
PM155 VINE G-RAVE 5 more good rave tracks!! +Y
PM161 CYBERNETIX 19 songs packed on 1 disk!+
PM162 MORE MED TUNES Fab tunes by Alex Starnes!+Y
PM163 OCTASTUFF Some good 8 track tunes! + Y
PM164 OCTAROCK 3D More 8 track & 3d graphics!+Y
PM167/8 JESUS ON ES Crazy rave music demo! +(2)
PM179 PLAYSID V2.2 More old 64 style music! +Y
PM185 ASI MUSIC VOL1 4 large songs with hifi graphics+Y
PM186 ASI MUSIC VOL2 7 songs with hifi graphics! +Y
PM189 CHIP 'N' DIP 20 chip music tunes & anim! +Y
PM190/1 DANCE TRASH 2 disk set of rave music!(2) +Y
PM192 HOBBITS & SPACESHIPS music by Dr Awsome+Y
PM194/5 ULTIMATE ACTION MEGA MUSIC Fab (2)+Y
PM196 MUSIC OF ROMEO KNIGHT Suberb music mods+Y
PM198/9 MIRAGE SUBLIMINAL XTC Fab rave(1200only)
PM200 DATA-X TRILOGY 3 raved up pieces! +Y
PM201 DATA-X THE VICTIM 6 more music tracks! +Y
PM202 XENO INFINITY Good techno funk track!(not1.3)
PM203 BIO MECHANOID SYMPHONY NO 1 (1200only)
PM204 PE MUSIC MADNESS 50 chip music tunes! +Y
PM205 DESERT TECHNO TRAX 6 techno-ish tunes! +Y
PM206/7HEMOROIDS ENDLESS MELODIES 14 tunes(2)+Y

CLASSICAL MUSIC

PM012 AMIGADEUS CLASSICAL Eine Kleiner etc. + Y
PM022/23 CLASSICAL MUSIC Bach, Handel etc +Y
PM035 DIGITAL DEBUSSY Fab Rob Baxter conversions!+Y
PM036 DIGITAL DEBUSSYII classic Debussy music!+ Y
PM070 RHAPSODY IN BLUE tracked by Rob Baxter! 1MY
PM082a/82b VIVALDI - FOUR SEASONS (2) V.Good !+ Y
PM090/91MOZART HORNCONCERTOS need 1mg chip+ Y
PM130/2 BACH BRANDENBURG CONCERTOS 1 to 6 +Y 3
PM150 DESKTOP HARPSICHORD RECITAL Classics! + Y
PM165/6 NUTCRACKER SUITE Super rendition!+
PM174 CLASSIC WORKS Grieg & Bach classics! +Y
PM175 SONIX MUSIC Some nice scores here!(loadwb)+Y
PM183 CLASSIX GOLD Bach Toccata & Fugue (1mg chip)!
PM184 MOZART FLUTE CONCERTOS 1mg chip! +Y

CLASSICAL LITERATURE

Super books on a disk perfect for English Literature revision!(ok 500+,600, 1200)

LIT1 Midsummer nights dream, Macbeth, Julius Caesar Anthony & Cleopatra
LIT 2 As you like it, Lovers complaint, Cymbeline, Hamlet
LIT 3 Romeo & Juliet, Passionate pilgrim,Phoenix &Turtle Sonnets Coriolanus
LIT 4 Twelth night, Venus & Adonis, Troilus & Cressida, Love labours lost
LIT 5 Two Gentlemen of Verona,A Winters tale Rape of Lucrece Pericles
LIT 6 Othello Much ado about nothing, Measure for measure
LIT 7 Henry the Sixth (Parts 1, 2, & 3)
LIT 8 Henry the Fourth (Parts 1 & 2), Henry the Fifth
LIT 9 Richard the Second, Richard the Third
LIT10 Henry the Eighth, King John, King Lear
LIT11 The Taming of the Shrew The Tempest Timon of Athens Titus Andronicus
LIT12 Alls well Comedy of errors Merchant of Venice Merry wives of Windsor
LIT13 WORKS OF MILTON 1 Paradise Lost
LIT14 WORKS OF MILTON 2 Poems, Sonnets etc
LIT15 WORKS OF HOMER The Iliad (2 disks)
LIT16 WORKS OF HOMER The Odyssey
LIT17 MARK TWAIN Tom Sawyer
LIT18 MARK TWAIN The Prince & the Pauper
LIT19 LEWIS CARROLL Alice in Wonderland & Alice Through looking glass

SLIDESHOWS

PS002 ADVANCE HAM Really stunning !+ Y
PS008 AIRCRAFT SLIDE Pics of fighter aircraft!+Y
PS009 ASTRONOMY SLIDE very impressive!+Y
PS013 BORN TO BE FREE wild animals +Y
PS033 GERMAN RAY TRACE Superb See these !+
PS045 KELLY S/S Some quality HAM pictures.+Y
PS056 NEWTEK DYNAMIC HAM 640x512 4096 color pics+
PS062 NW DYNAMIC HAM Nik Williams Superb quality +
PS072 SUPER HAM CARS This is a must-Mega!+ Y
PS086 SONIC 5 Superb D-HAM 4096 colour pics+
PS103 DYNAMIC HIRES 2, 4 fantastic quality pictures!+
PS107 ALCATRAZ MUSEUM Superb pictures! +
PS115 THE GATHERING 93 Stunning pictures here! +Y
PS117/8 NIGHTBREED AGA SLIDESHOW Super(2)1200
PS119 CYNOSTIC SLIDESHOW Superb pictures!1200 only
PS120 KEITH RHODES SLIDE 3 fantasy pics!1200 only Y
PS122 FERRARI AGA great 256 colour pictures1200only
PS124 TC VISTA PRO LANDSCAPES Exellent!(Not 1.3)+Y
PS125 REVELATIONS SLIDE staggering quality art!+Y

MUSIC UTILS

PT001 ALGORYTHMS Create weird midi tunes
PT002 ART OF MED Excellent !+ Y
PT005 CASIO CZ EDITOR 250 patches ! +
PT009 K1 IFF SAMPLES Fabulous samples +
PT011 KAWAI K1 editor for patch changes!
PT012 KAWAI K4 editor as above!
PT013 MED 3.2 Excellent music seq. + Y
PT015 MIDI DISK Various midi stuff +
PT020 ST-01 - ST-10 Samples--Ring for details
PT021 SOUNDTRACKER 2.6 Excellent, ok plus!+Y
PT025/6/7/8 ST-90-93 SAMPLES Studio quality+ Y
PT029 YAMAHA DX7 VOICE FILER for DX7 synths!
PT030 YAMAHA DX7 VOICE SORTER for the above !
PT031/2/3 ST-87 - 89 3 disks full !+Y
PT034/5 ST-97 & 98 More samples !+Y
PT038 YAMAHA DX100,TX81Z, DX27,DX11 & FB01 editors
PT039 SUPERSOUND II Superb sampling software! +Y
PT040 OCTAMED V2 8 channel MED sequencer!+
PT041 NOISEPLAYER 4.0 Multitasking module player+
PT042 START IFF SAMPLES Superb ! Get this disk!+Y
PT043/5 HOUSE SAMPLES 3 disks full of house samples!
PT046 AUDIO MAGIC3 Super trackers disk, ok on 1200+Y
PT047 AUDIO MAGIC4 More Superb music programs! + Y
PT048/52 MODULES 5 disks of large music modules!+Y
PT053/57 METAL MODULES 5 disks heavy rock/metal! +Y
PT058/62 BREAK BEATS 5 disks of good drum samples+Y
PT063/67 VOCALS 5 disks of super vocal samples!+Y
PT068/70 DRUMKITS 3 disks of high quality drums!+Y
PT071/73 KORG SAMPLES 3 disks of keyboard sounds+Y
PT074/76 PURE SAMPLES Lots of assorted samples!+Y
PT077 SAMPLE FACTORY Disk full of sound effects!+Y
PT078 CHIPMAN SAMPLES over 70 samples here!+Y
PT079 MUSIC BASE V1.0 A musical database! +Y
PT080 XI RAVE SAMPLES Bass & Drums! +Y
PT081 SAMPLEMAKER V3.1 Make samples,New version+Y
PT082 CLASSICAL MODULES On a classical theme! +Y
PT083 MUSIC ENGINE V1.34 Multiformat music player+Y
PT084 CATALOGUE 3 Shareware musical database! +Y
PT085 NO SAMPLER UTILITIES Music utilities! +Y
PT086 CHIPMAN SAMPLES II More samples! +Y
PT087 CHURCH MUSIC Religious sonix music! +Y
PT088 X-BEAT V1.1 Exellent drum machine program!+Y

AMOS PD

APD036 AMOS UPATER LATEST VERSION v1.36 + Y
APD237 SHAPES Excellent kids game !+Y
APD257 CASSETTE LABELLER + MIXED SOURCE+Y
APD271 WIZARDS DOMAIN graphical adventure+Y
APD341 TOTALLY AMOS Good read for programmers!+Y
APD347 NOTEBOOK & SHOPPING LIST Easy to use !+ Y
APD363 FAMILY HISTORY DATABASE Latest version!+Y
APD373 COMPILER 1.36 UPDATE. LATEST compiler !+Y
APD442 SLIDESHOW CONSTRUCTION SET V2! +Y
APD451 NODDY,S PLAYTIME Educational demo! +Y
APD542 RAMOS PRO For Amos Professional! +Y
APD458 TOP OF THE LEAGUE Football manager!+Y
APD466 AMOS PRO UPDATER V1.12 Just in!!!! +Y

NEW!

PG298 FATAL MISSION 2 Superb blasting shoot up!+Y
PG299 ASI WORKBENCH GAMES Good set of games! +Y
PG300 ASI WORKBENCH GAMES II And some more! +Y
PG301/2 MOTOROLA 020 INVADERS For 1200 ONLY!(2)
PG303 MAD FIGHTER Fab PD version !1200 ONLY.
PG304 KUNG FOO CHARLIE Great little platformer!+Y
PG305/7 KLONDIKE II AGA Exellent,3 disks 1200 ONLY.
PE053 HIWAY CODE QUESTIONS & ANSWERS Useful +Y
PB040 PAY ADVICE ANALYSER V3 Latest version! +Y
PB041 AMIGAWORD A useful geographical database!+Y
PB042 EASYCALC PLUS+ Improved, only dos 2 or over!+Y
PU385 LEMMINGS 2 HD Installer, just what you need+Y
PU386 KITE SIMULATOR The only one available! +Y
PU387 REORG A good disk & Harddisk optimiser! +Y
PU388 1200 HD PREP For all 1200 owners! Y
PU389 HD CLICK The latest version! +Y
PU390 FONT FARM 2 Lots more good fonts! +Y
PU391 FONT FARM 3 Another disk crammed with fonts+Y
PU392 GUMBYS FRACTAL GENERATORS A selection! +Y
PU393 ASI FIX DISK 2 Second exellent fix disk! +Y
PA148 CIRCUS ANIMATION Humerous looped anim! +Y
PP120/3 LAST STAND ON HOTH Fab space anim!(4)3mg.
PP124/6 AFRODISIAC ANIM Superb anim, 3 disks & 3mg.
PM208 CHRISTMAS TUNES Medley with modern beat!+Y
PM209 LSD XMAS PACK Great selection of xmas tunes+Y
PM210 AMIGA XMAS MUSIC Superb traditional style+Y
PS126 SCHMEGEGI COMIC STRIP Nice pictures! +Y
PS127 AKIRA PICS 2 Some superbly drawn pictures! +Y
PS128 MAGIC FACTORY Ray traced trek pics1200 ONLY!
PS129 AIRSHOW 1 Exellent aircraft ham slideshow! +Y

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REMEMBER: We stock Fish 1-900, Tbag 1-74, Amos, Scope, Snag, Amicus, Amigos & lots more superb PD disks!!

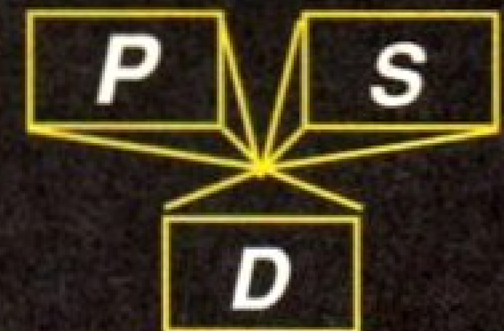
PLEASE NOTE:
All disks on the advert should work on the Amiga 1.2/1.3 dos systems unless otherwise stated! All disks with a "+" sign should work on the Amiga 500+ & 600 machines!
However there are so many different setups now in use it is becoming impossible to test for every possible variation, so please use some caution especially with A1500/2000 with various dos systems, CDTV and of course the new Amiga 1200 & 4000 systems. Disks marked with a "Y" should be okay on the A1200 / 4000 though obviously not yet extensively tested. Please take care!

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GAMES

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CLG022 SPARX STOCKING FILLERS by LenTucker. 3 super seasonal games for all the family! Chrismajig is a festive version of thingamajig with six picture puzzles to sort out! Christmas pairs is a traditional "pairs" game & Santas sleigh ride is a sideways scroller where you have to deliver presents down chimneys! 1 disk 3.50.+

CLE049 TOTAL CONCEPTS DINOSAURS 3 Is the latest TC! to join this exellent series & uses a new layout giving you a dino image & info buttons onevery page! It includes the new superstar of the dino world Velociraptor. If you are at all interested in Dinosaurs this is a must to complete your Dinosaur library!! Over 30 images supplied on 3 disks only 4.99.+

CLE029 PREHISTORIC FUN PACK This is a superb title containing four fun dinosaur games, Dinoslider a tiles puzzle game. Dinosaw is a jigsaw memory game. Snakes & caves is the old favourite snakes & ladders, and Eggstinct is a fun egg collecting game! Will keep the kids amused for ages! 1 disk 3.50.+

COMPTECH PRO COMMERCIAL CLIPART!

This is a brand new range of clipart designed exclusivly for UPD! These images are of very high quality and detail and are priced at 3.50 per disk! All images are in IFFformat and may be imported into most packages! PC versions available!!

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NEW WEIRD SCIENCE MULTIMEDIA TOOLKIT CD ROM!

This is a superb CD Rom, filled to the brim with over 10,000 files, 500 24bit jpeg images & 500 Ham8 & Ham interlace versions,Hundreds of megabytes of clipart, (iff black & white,colour and scaleable),Hunreds of iff fonts, Compugraphic fonts & coloured fonts, icons, music modules, music samples and lots more! Includes utilities to view & listen to the files, a front end menu program & slideshows! Superb for multimedia presentations! Works on CDTV, CD32, Amiga CD Rom & is also PC compatible onsuitable PC CD Rom! Superb value only 19.95. +50p p&p.

2 JPEG IMAGES FROM CD ROM!!!

ENCAPSULATED POSTCRIPT CLIPART!

This superb quality clipart is structured clipart and as such must be used in professional software such as Pagestream, Pro page or any other which can import EPS clipart. Note that you may need a postcript laser printer to print these out(as in Pro page for example) These disks are all 2.00 EACH!!

ASk for EPS 1 - 18!

MAD FIGHTER 1200!

Suberb new 3 disk fighting game for the 1200 only! This will keep you busy for ages as you try to defeat one opponent after another. Huge sprites and fast gameplay make this an essential 1200 game!

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Fantastic 262000 colour hires raytraced & digitized pictures, hardly any different to the 24 bit originals, show to PC owning friends and watch them weep!
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WSAGA6 + 7 *JPEG loaders!!* These disks contains 24 bit Jpeg pictures which unpack in ram to display as Superham 8 on a 1200/4000 machine!! Brilliant!
WSAGA8-12 5 Jpegs of wildlife pics,16 megabytes unpacked per disk! displays as superham on 1200! Amazing!
WSAGA13 24bit Jpeg Vista landscapes!
JPEG 24 BIT PICS!
An amazing 12 disks full of brilliant 24 bit pics by Michel Rigo! Remember you need tons of memory & some form of 24 bit display to view, or convert to superham! JP1-12.

NEW! COLOURED CLIPART! NEW!

This is a superb collection of coloured clipart, mostly in Ham mode (4096 colours), though some is in 16 colours. Can be loaded into Deluxe Paint 4 or any other package accepting Ham pictures!
(OK on 500, 500+, 600, 1200 & 4000!)

CCL001 MAPS, Afganistan - Botswana, autoboots! + Y
CCL002 MAPS, Brazil - Checkoslovakia, autoboots! +Y
CCL003 MAPS, Denmark - Grenada , hires maps! +Y
CCL004 MAPS, Guadel - Illinois, hires maps! +Y
CCL005 MAPS, India - Luxembourg, hire maps! +Y
CCL006 MAPS, Macau - Missisipi, autoboots! +Y
CCL007 MAPS, Montana - New York, hires maps! +Y
CCL008 MAPS, Neutral Zone - Iraq - S Dakota! +Y
CCL009 MAPS, Senegal - Tuuaw, autoboots! +Y
CCL010 MAPS, Texas - Zimbabwe, autoboots! +Y
CCL011 REPTILES, good pictures, autoboots! +Y
CCL012/3 ACTORS, famous faces, autoboots! +Y(2)
CCL015 AIRCRAFT, 1-26, assorted, autoboots! +Y
CCL016 AIRCRAFT, 27-32 & Cars! autoboots! +Y
CCL018 BIRDS, 1-12 Super pictures, autoboots! +Y
CCL019 BIRDS, 13-29 More avian pictures! +Y
CCL020 BIRDS, 30-41 Lots more birds,autoboots! +Y
CCL021 BIRDS, Many more bird pics, autoboots! +Y
CCL022 BIRDS, And some more fab pictures! +Y
CCL023 BIRDS, 116-130 Some good pictures! +Y
CCL024 BIRDS, 131-138 More bird pictures! +Y
CCL026 BIRDS, More superb pictures here! +Y
CCL027 CATS, 1-16 Super cat pics,autoboots! +Y
CCL028/35 DOGS, 1-126 Super dog pics,8 disks! +Y
CCL036 EXPLORERS 1-13 famous explorers,autoboots+y
CCL037/40 FISH 1-92 Super pics pictures,(4 disks)+y
CCL041 FlOWERS 1-13 Flower pictures,autoboots!+y
CCL042 FlOWERS 14-25 More flower pics,autoboots!+y
CCL043 FlOWERS 26-37 More flower pics,autoboots!+y
CCL044 FlOWERS 38-50 More flower pics,workbench+y
CCL045 FlOWERS 51-62 More flower pics,autoboots!+y
CCL046 FLOWERS 63-74 More flower pics,autoboots!+y
CCL047 FLOWERS 75-87 More flower pics,autoboots!+y
CCL048 FLOWERS 88-100 More flower pics,autoboots+y
CCL049 FLOWERS 101-113 More flower pics,autoboots+y
CCL050 FLOWERS 114-127 More flower pics,autoboots+y
CCL051 FLOWERS 128-138, FRUIT 1-4 pics autoboots+y
CCL052 FRUIT 5-18, Good pictures! autoboots! +Y
CCL054 FRUIT, More fruit & leaves etc!,autoboots+Y
CCL055 FRONTIER 1-13 Pioneer pictures,autoboots
CCL056 HORSES 1-16 Great horse pics,autoboots! +Y
CCL057 HORSES 17-22, Insects 1-9, autoboots! +Y
CCL058 INSECTS 11-23 Small creatures! +Y
CCL059 INSECTS 24-41 More pics! autoboots! +Y
CCL060 INSECTS 42-59 More insects! autoboots! +Y
CCL061 INSECTS 60-63, Inventors 1-11 autoboots! +Y
CCL062 INVENTORS 12-24 More inventors autoboots! +Y
CCL063 INVENTORS 25-30, MAMMALS 1-10! autoboots! +Y
CCL064 MAMMALS 11-26 More animals pictures! +Y
CCL065 MAMMALS 27-46 and more animals! +Y
CCL066 MAMMALS 45-65 more mammals,autoboots! +Y
CCL067 MAMMALS 66-82 and some more! autoboots! +Y
CCL068 MAMMALS 83-102 and many more autoboots+Y
CCL069 MAMMALS 103-119 mamy more! autoboots! +Y
CCL070 MAMMALS 121-141 superb pictures! autoboots +Y
CCL071 MAMMALS 142-158, & INSTRUMENTS 1-4! +Y
CCL072 INSTRUMENTS 4-25 Musical! autoboots +Y
CCL073 INSTRUMENTS 26-36, MILITARY 1-6 autoboots +Y
CCL074 MILITARY 7-17,& MUSICIANS 1-4! +Y
CCL075 MUSICIANS 9 -21 Classical! autoboots! +Y
CCL076 PREHISTORIC 2-19 Dinosaurs! autoboots! +Y
CCL077 PREHISTORIC 20-25, PEOPLE 1-8 autoboots! +Y
CCL078/80 PEOPLE 9-50 Lots of people! (3 disks)+Y
CCL081 PEOPLE & Presidents, good pictures! +Y
CCL082/4 PRESIDENTS 1-40 USA presidents,3 disks +Y
CCL085 REPTILES 1-19 Good pictures autoboots! +Y
CCL086 REPTILES 19-38 More reptiles! autoboots! +Y
CCL087 REPTILES 39-50, Ships 1-9,autoboots! +Y
CCL088 SHIPS 10-33 Marine vessels! +Y
CCL089 SPORTSMEN, Various sportsmen,autoboots! +Y
CCL091 TREES, Lots of tree pictures! autoboots! +Y
CCL092 TREES, Lots more tree pics! autoboots! +Y
CCL093 TREES, And some more trees! +Y
CCL094 TREES 57-70 trees lots of tress,autoboots!+y
CCL095 TREES 71-84 more tree pictures, autoboots!+y
CCL096 TREES 85-100 even more trees,workbench!+y
CCL097/100 VEGETABLES 1-48 good pics 4 disks,workbench+y

CLASSIC CLIPART (Black & White)

(Okay on A1200 / A4000.)
The clipart in this collection is very high quality, huge bitmaps, many greater than an Amiga hires screen, for use in Dpaint or DTP packages, each disk autoboots as a slideshow allowing you to view the entire bitmap by moving the mouse! (Prices per disk!)

ART01 WEDDINGS Super wedding clipart, 2 disks!+
ART02 HOUSES 2 disks, pictures of mansions etc!+
ART03 RELIGIOUS 3 disks full of holy clipart!+
ART04 WWII AIRCRAFT World war II planes!+
ART05 MEN 2 disks full of men at work!+
ART06 WOMEN 2 disks full of women clips!+
ART07 KIDS 2 disks containing kids clipart!+
ART08 BUSINESS Disk full of office clipart!+
ART09 OFFICE Another office type disk!+
ART10 STUDENTS Lots of student type pics!+
ART11 SALETIME Many useful logos etc!+
ART12 XMAS 3 disks of Xmas related pics!+
ART13 PUNCH 3 disks of cartoon pics! +
ART14 ANIMALS Fantastic quality pictures!+
ART15 CATS Only 12 pics but super quality!+
ART16 SILHOUETTES 18 super silhouettes!+
ART17 SCHOOLS 2 disks of school pictures!+
ART18 BABIES Clipart on a baby theme!+
ART19 SPORT 2 disks full of sport pictures!+
ART20 OLYMPIC Another sport type disk!+
ART21 MEDICAL 2 disks full of medical clipart!+
ART22 SEALIFE Pictures from the Ocean!+
ART23 DECORATIVE MONTHS 1 for every month+
ART24 WACKY Funny comic type clipart!+
ART25 HOLIDAYS Holiday type pictures!+
ART26 BANNERS 2 disks full of banners!+
ART27 ART NOUVEAU FLOWERS Floral art!+
ART28 BUTTERFLIES Nice pictures!+
ART29 FOOD 2 disks on a food/kitchen theme!+
ART30 COLOURING BOOK Colour in Dpaint!+
ART31 BORDERS 2 disks, must load into DTP!+
ART32 MAC CLIP 2 disks high quality macart!+
ART33 HORNBACK Nice scenic clipart!+
ART34 TEDDY BEARS 2 disks of Teddy bears!+
ART35 VANITY FARE 2 disks fashion clipart!+
ART36 HALLOWEEN CLIPART Wierd clipart!+
ART37 SHOWTIME Dancing, singing etc!+
ART38 VEGGIES Vegetarian clipart!+
ART39 FLORAL 14 very detailed pictures!+
ART40 MYTHS Mythical images + zodiac!+
ART41 DOG WOODCUTS Super 300dpi pics!+
ART42 CAT WOODCUTS Great wildcat pics!+
ART43 AFRICAN WOODCUTS African animals!+
ART44 AMERICAN WOODCUTS More animals!+
ART45 ARTIC WOODCUTS Northern animals!+
ART46 FARM WOODCUTS Farm animals!+
ART47 MIXED ANIMAL WOODCUTS Nice pics!+
ART48 BIRDS WOODCUTS 18th century bird pics+
ART49 MORE ANIMALS More superb pictures!+
ART50 ANIMAL LINEART Varied selection of pics
ART51 BOTANICAL ART detailed plant pics!+
ART52 FAMILY SCENES 2 disks of domestic life!+
ART53 GOLF HUMOUR 2 amusing cartoon disks!+
ART54 SPACE & TRANSPORT On a space theme!+
ART55 SOFTSCENE2 29 rural scenery pictures!+
ART56 SPORTS3 More pics on a sports theme!+
ART57 NAVY Lots of naval type pictures!+
ART58 TRAVEL 2 disks on a travel theme!+
ART59 ALPHABET Borders & alphabet clips!+(2)
ART60 ACCENTS & FLASHES Burst stars+ more+
ART61 FISH Lots of aquatic pictures! +Y
ART62 SOFTSCENE 3 More nice scenery pictures! +Y
ART63 RESTAURANT 3 disks of Restaurant pictures(3)Y
ART64 MORE HOLIDAYS Festive holiday pictures! +Y
ART65 ANIM & BIRD 44 nice pictures! +Y
ART66 MOSSBURN ANIMALS 32 nice animal pictures! +Y
ART67 BURCHFIELD KIDS Some nice kids clipart! +Y
ART68 BEAST & MYTH 3 disks of Monsters,demons etc!(3)+Y
ART69 TRANSPORT 3 disks of Cars,Airplanes Ships etc!(3)+Y
ART70 TRUCKS & TRAINS Full of Wagons trains etc! +Y
ART71 ASTROLOGY 2 disks of astrological signs! +Y
ART72 AIRCRAFT 3 disks full of aircraft pictures!(3) +Y
ART73 BIRDS Songbirds, Birds of Prey & more! +Y
ART74 DOGS Disks full of good dog pictures! +Y
ART75 HOUSES CASTLES & BUILDINGS Good pics +Y
ART76 SPORTS-MAC Lots of good sports pictures! +Y
ART77 GARDEN Lots of horticultural pictures.(5) +Y
ART78 MILITARY 10 disks of military clipart! (10) +Y
ART79 HOFFMAN GRAPHICS Nice pictures! +Y
ART80 KIDS ANIMALS DISK Cute cartoony animals! +Y

BOULDERDASH GAMES

We now have over 100 (YES 100!!!) Boulderdash games in this mammoth collection. All work on any Amiga 500, 600 or 1200!!

BG001 EMERALD MINES 01
BG002 EMERALD MINES 02
BG003 EMERALD MINES 03
BG004 EMERALD MINES 04
BG005 EMERALD MINES 05
BG008 EMERALD MINES 08
BG009 EMERALD MINES 09
BG010 EMERALD MINES 10
BG011 EMERALD MINES 11
BG012 EMERALD MINES 12
BG013 EMERALD MINES 13
BG014 EMERALD MINES 14
BG015 EMERALD MINES 15
BG016 NO ONE MINES 01
BG018 NO ONE MINES 03
BG020 NO ONE MINES 05
BG021 NO ONE MINES 06
BG022 NO ONE MINES 07
BG023 NO ONE MINES 08
BG024 NO ONE MINES 09
BG025 NO ONE MINES 10
BG026 NO ONE MINES 11
BG027 NO ONE MINES 12
BG028 NO ONE MINES 13
BG029 NO ONE MINES 14
BG030 NO ONE MINES 15
BG031 EASY RUPPLE MINE
BG032 RUPPLE MINE 1
BG034 RUPPLE MINE 3
BG035 RUPPLE MINE 4
BG036 RUPPLE MINE 5
BG039 DOWN UNDER MINES 3
BG040 DOWN UNDER MINES 4
BG041 DOWN UNDER MINES 5
BG043 DOWN UNDER MINES 7
BG046 DOWN UNDER MINES 10
BG047 DOWN UNDER MINES 11
BG048 DOWN UNDER MINES 12
BG049 DOWN UNDER MINES 13
BG050 DOWN UNDER MINES 14
BG051 RECYCLED MINES 01
BG052 RECYCLED MINES 02
BG055 RECYCLED MINES 05
BG056 RECYCLED MINES 06
BG057 EAT MINES 01
BG058 EAT MINES 02
BG060 MARATHON MINES 02
BG061 MARATHON MINES 03
BG062 OZ MINE 01
BG063 OZ MINE 02
BG064 VENOM MINE 01
BG065 VENOM MINE 02
BG066 DE BOND MINE 01
BG067 DE BOND MINE 02
BG068 DE BOND MINE 03
BG071 DE BOND MINE 08
BG072 EMERALD RUNNER 01
BG073 EMERALD EATER
BG074 EMERALD HEAD
BG075 COLD CAVES
BG076 INTO THE COLD CAVES
BG077 PRO ICE MINE 01
BG078 PRO ICE MINE 02
BG079 ACE MINE 01
BG080 INTO THE HISTORY HOLE
BG081 INTO THE CRUSTY MINE
BG082 LADYBIRD MINE KIDS
BG083 BABY GHOST MINE 01
BG084 BOULDERDASH 64
BG085 BOULDERDASH CONSTRUCT KIT
BG086 BOULDERDASH COLLECTION 01
BG087 PRO BOULDERDASH 01
BG088 OFFICIAL BOULDERDASH
BG089 WONDER MINE
BG090 POOH MINE
BG091 EXEPTION 01
BG092 ADVENTURES OF MR B
BG093 BOBBY DASH
BG094 JUNIOR MINE 01
BG095 NORLICH MINE 01
BG096 FREAK MINES 01
BG097 DIAMOND MINES 01
BG098 GROTTO MINES 01
BG099 BUGMINE 02
BG101 LAZER EMERALD MINE 02
BG102 EMERALD CRUNCHER 02
BG103 EMERALD FREAK 02
BG104 RUNNER MINE 02
BG105 EXPERT MINE 02
BG106 NUGGET MINE 02
BG107 TUTORIAL 02

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Star SJ-144

Using a heat fusion technique, Star's latest printer promises to produce colour laser quality for less than £700. Richard Baguley waxes lyrical.

STAR HAVE FOREGONE the usual dot matrix and inkjet technologies for their latest offering. Instead, they have used a technique called heat fusion, which transfers the colours from a wax-based ribbon to the paper by momentarily heating the print head. This melts the wax and then transfers the colour to the paper. Although this process is certainly nothing new, it has previously been extremely expensive, with printers costing more than £1,000.

Colour dot matrix ribbons have the four different colours used to print the image arranged in a series of horizontal stripes, but the ribbons for the SJ-144 use a different system. They are divided into sections, each containing one of the four primary colours – Cyan, Magenta, Yellow and Black. The image is printed in four passes, and the ribbon is wound on after each pass to a different colour section. It sounds odd, but it works. Unfortunately, it's a rather slow process, and means this printer is slower than the Canon BJC-600 reviewed in *AF* last month, which is able to print all four colours in one pass, because it has four separate print heads.

On the other hand, the SJ-144 has a wider printer head than most printers, which means it can print just under three lines of normal sized text with one pass of the print head. Therefore printing black and white text or images is significantly quicker than with a dot matrix, because the SJ-144 can print several lines at once, meaning that fewer passes are required to complete the page.



Although it's based around revolutionary technology, the SJ-144 is one of the smallest printers on the market. It's even smaller than the petite Canon BJ-10SX.

Star distribute the cut down version of Wolf Fausts' *Print Studio* with all their printers, and as part of the software there is a driver designed for use with the SJ-144.

Paper is held in a built-in sheet feeder at the rear of the machine, which can hold around 30 sheets, depending on the thickness of the paper. Paper can also be fed in through the rear of the machine, which enables you to print on thicker paper.

The quality of the output is excellent, with strong bright colours and solid blacks. You need to be a bit careful about what sort of paper you use, because it doesn't much like thin or bumpy paper.

You should also bear in mind the cost of running the Star printer. Star quote a figure of 24.5 pages for each colour ribbon, but this will be significantly less if you're printing large images or ones with lots of black in them. With each ribbon costing around £14, you are looking at a figure of at least 50p per page of colour printing, although this will vary with the amount of printing required for each page. Black ribbons cost around £11, and last significantly longer.

Overall, I'm extremely impressed with this printer, and it's good to see an affordable printer using this previously expensive technique. The image quality is excellent, but the cost of running this printer could put people off. It compares well with the BJC-600, but the Canon bubblejet prints slightly faster. In terms of quality, there is relatively little to choose between the two, with both printers giving the same resolution. The Star performs slightly better with images with large areas of black, because the liquid ink used by the Canon can cause the paper to pucker.



As you can see from this printout, the SJ-144 can produce stunning results.

STAR SJ-144



DESCRIPTION
Colour Thermal Printer

MANUFACTURER
Star Micronics

DISTRIBUTOR
Star Micronics 0494 471111

PRICE
£668.58

RELEASE
Available now

SPEED ●●●
The wider printer head makes printing quicker, but it's still slower than the BJC-600.

MANUAL ●●●●
The documentation is well written with all of the relevant information easily accessible.

ACCESSIBILITY ●●●●
The bundled printer driver software ensures that there won't be any hassles getting up and printing.

FEATURES ●●●●
This machine produces excellent results with strong clear colours and solid blacks.

VALUE ●●●
It's not cheap, and with colour ribbons costing £14 each, it's not going to be cheap to run.

VERDICT

“ One of the smallest machines on the market, the SJ-144 is an excellent colour printer, although it is fairly slow and will be expensive to run. The quality of the printouts is extremely good. ”

89%

Panasonic claim that their latest dot matrix printer offers high-quality black and white printing at low volume. Richard Baguley dons his ear muffs to put it to the test.



The Panasonic KX-P2023 dot matrix printer offers good quality black and white printing, but do you really need a black and white printer?

Panasonic KX-P2023

PRINTING CAN BE a health hazard. The noise from most dot matrix printers has been known to drive dogs wild and to wake the dead, especially when you're printing out the latest draft of your 500 page novel about life and death in a grim northern town.

Panasonic's latest offering for the ever–hungry printer market is the KX-P2023, a 24-pin black and white printer with a Super Quiet mode. In terms of hardware, it's fairly standard, weighing in at around five kilograms. It's about 13cm high, although the optional sheet feeder adds about another 13cm to this. The sheet feeder is an optional extra, although if you get a move on and buy your printer before the end of December this year, then you'll get it free.

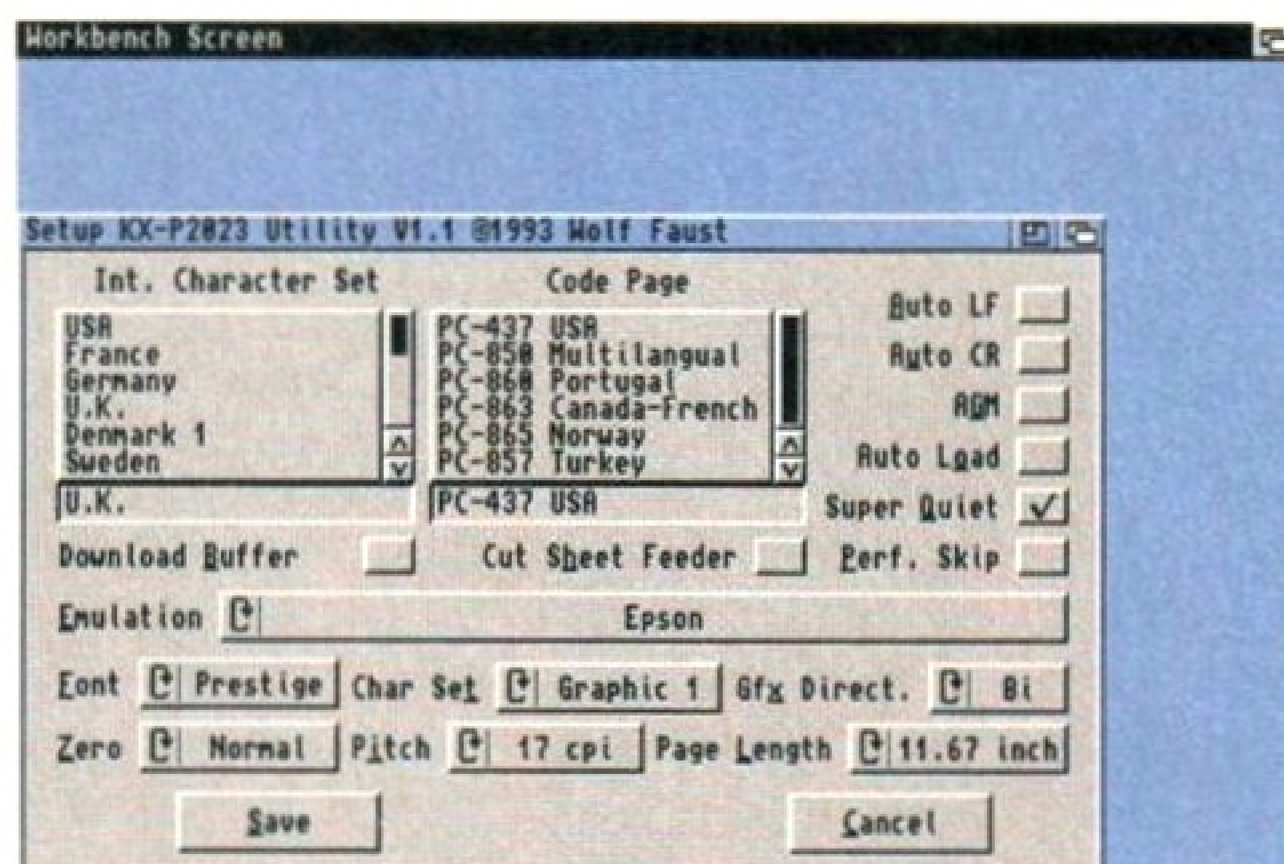
Included with this printer is a special driver written by Amiga printer guru Wolf Faust. As well as all the usual control over the print density, dither patterns, and the suchlike, the driver also enables you to control the single sheet feeder and to put the printer into Super Quiet mode.

Although this mode is quieter than normal, it's still rather loud and irritating in a high–pitched whining noise sort of way which all users of dot matrix printers will be familiar with. This is especially true when printing graphics, but it is a lot quieter when printing text. Using this Super Quiet mode also slows down printing significantly, so you have to decide which is most important: quicker printing or your ears and sanity.

The quality of the output is good, with solid blacks and a controllable dither meaning that even graphics, which normally look weak on a 24-pin printer, look good although a fair amount of fiddling and experimentation is necessary to get the best results.

There is a slight amount of banding, but this is not particularly pronounced, and can be nearly eliminated with some careful adjustment. Five fonts in a variety of sizes are built into the printer (Program, Courier, Prestige, Bold PS and Script). Text printing is reasonably fast, with a quoted speed of 80 characters per second in letter quality mode and 240 cps in draft quality.

It can also print when the print head is moving in either direction, so there's no need for the print head to return at the end of each line to continue printing.



The printer driver included with the printer gives plenty of control over all aspects printing.

This is certainly a fine 24-pin dot matrix printer at a reasonable price. The output is good, and the quality of the graphics is perfectly respectable. However, there is a wide variety of high-quality colour printers that will only cost you a few pounds more, and the decreasing price and increasing quality of bubblejet, inkjet and laser printers makes me wonder whether dot matrix technology hasn't finally had its day.

Perhaps the time has arrived for dot matrix printers to join all those eight-inch disk drives, punch cards, paper tape drives, and BBC Micros in the great museum of computing history.

This is some test text printed out on Panasonics new KX-P2023 printer in the 'Prestige' Font, one of the five built into the machine. What do you think of the quality?

This is the sort of text quality you can expect from the Panasonic KX-P2023.

PANASONIC KX-P2023



DESCRIPTION
24–pin Dot Matrix Printer

MANUFACTURER
Panasonic

DISTRIBUTOR
Panasonic 0344 853550

PRICE
£282

RELEASE
Out now

SPEED ●●●
Reasonably fast, but putting it into quiet mode does slow things down considerably.

MANUAL ●●●
No specific Amiga information, but all the technical gen is present, correct and well written.

ACCESSIBILITY ●●●●
The Amiga driver gives you full control over the printer, including aspects such as the sheet feeder.

FEATURES ●●●
The Super Quiet feature does cut down on the noise level, but not to the extent I would have liked.

VALUE ●●●
Not bad value, but with plenty of colour 24-pin printers available for only a few quid more...

VERDICT

“ It's a good black and white 24-pin printer, with high-quality output and comprehensive driver. Unfortunately for Panasonic, there are colour printers available for only a few pounds more which give just as much in terms of quality. ”

70%

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A0553 Noxious Anim (P) (Y) - Funny Animation
P0220 Neighbours Game (2) (P) (Y) - Classic Adventure game
P0426 Micromarket v1.2 (P) (Y) - Stock Market game new version
U0775 How to code in C (2) (P) (Y) By Paradox Learn to code!
U1069 Citizen Printer Manager (P) (Y) - Improve your printout
U1076 ASI Audio Magic 4 (P) (Y) - Latest music utils on one disk!
U1027 Canon Disk (P) (Y) - Cut down version of Print Studio
M0383 Choose C64 Tunes (P) (Y) - Best C64 tunes
P0425 Gunslinger (P) (Y) - 2 player game shoot your opponent
M0040 Lsd Total Kaos (2) (P) (Y) - Mega rave mix - 35 minutes!
G0123 Akira & Xmen Pics (P) (Y) - Great pictures all in hires!
M0042 Lsd Jesus on E's (2) (P) - 2 drives required. 45 minutes of rave
U1046 Lemmings 2 HD Installer (P) (Y) - Install Lemmings 2 onto your hard drive
M0346 A-Z of 54 tunes (4) (P) (Y) - A-Z of all C64 tunes! ie. Exploding Fist, Outrun etc
U1080 Grapevine Issue 17 (3) (P) (Y) - Latest disk mag from LSD
U0450 Printer User Pack (4) (P) (Y) - Nice pack
U0177 A64 V2 Emulator (2) (P) (NY) - Emulate to C64 on your Amiga not A1200 comp.
U0333 A64 Games Disk (2) - Load these games in the C64 emulator
P0412 Wacko in Wonderland (P) (Y) - Great platform game
P0424 Dr Mario (P) (Y) - Tetris Clone but better
A0545 Fairlight 242 (NP) (Y) - Amazing demo
P0421 Great Escape of Billy Burglar (P) (Y) - Nice game
U0311 PC Task V2.03 (P) (Y) - Best IBM emulator, support for 256 colours on A1200
U1056 Steelplayer v1.0 (P) (Y) - Module player similar to noiseplayer v4 etc
A0501 Wicked Sensation (2) (P) (Y) - Released at W.C. Show very good!
U0681 Spectrum Emulator V1.7 (P) (Y) - Emulate the Spectrum, works better with WB2+/WB3
U0696 Spectrum Data Disk 1-8 (8) - Load these games into the spectrum emulator
A0495 How to skin a cat (P) (Y) - Demo by Melon Design. Cool effects nice music.
U1032 NFA Snes Cheat Docs (P) (Y) - Cheats
U1033 Smilers Jokebook (P) (Y) - First jokebook on the Amiga
A0276 Kefrens Desert Dream (2) (P) (Y) - One of the best demos available for the Amiga!
U1061 Vox Samples 1 - More samples load into Protracker etc
A0154 Spaceballs S.O.A. (P) (Y) - Another brilliant demo. Get this to see how good your Amiga is!
U1035 Starview (P) (Y) - Astronomy program
A0525 Spaceballs Unknown Destination (P) (Y) - 3 demo, short but good
U1062 Vox Samples 2 - More samples
A0549 James Bond 30th Anniversary (3) (P) (Y) - Contains everything text/pictures on all films
U0073 Virus Checker V6.30 (P) (Y) - best reliable virus killer for the Amiga
U1063 Tool Manager V2.1 (2) (P) (Y) - Requires hard drive
U0076 Messysid v2 (P) (Y) - Read PC disk, transfer files to Amiga disk etc
U0097 Sid v2 (P) (Y) - Similar to Dopus
U0166 C Manuals v3 (12) (P) (Y) - Earn to code in C!!!
U0094 North C v1.2 (P) (Y) - C Compiler
G0142 Revelation Slideshow (P) - Stunning pictures in hi-res by Cryptoburners
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U1068 Programmers Toolbox (P) (Y) - Utils for programming
G0145 Nihondreamer Manga slides - More stunning Hi res pic - lots of pictures!
P0405 Space Invasions (P) (Y) - New space invader clone
G0146 Giger Alien Art Slideshow (P) (Y) - Pictures from Giger Books
U1052 Visual Intensity Mag (P) (Y) - Disk magazine
U1062 Beginners Guide (P) (Y) If you are new to the Amiga get this!
P0397 Talisman (2) 2 Meg (P) (Y) - Brilliant adventure game!
U1055 LockPick 2 (P) (Y) - Takes protection off games includes backup utils
P0395 Hotseat Football Management (P) (Y) -Demo version of football management game.
P0390 Relayer (P) (Y) - Light cycle game but better graphics and sound!
U0998 Tiny Tiger Hard Drive Utils (P) (Y) - Got a hard drive get this!
P0417 Pacman Returns (P) - Pacman is back!

A1200 ONLY

U1006 A1200 Aga Software 1 - Contains useful software
U1030 A1200 Program Selector - Programs to degrade to make old stuff work
U1024 A1200 WB Hacks - Another disk full of programs to make old stuff work
U0990 A1200 HD Prep Program - hard drive prep util
U0979 Action Replay MK4 Beta - Some commands might not work
U0989 Assassin A1200 Fix Disk - More programs, includes kick 1.3, fake fast ram etc
A0481 Team Hoi - First demo for A1200
A0500 Mindwarp - Their second demo
G0136 TV Picys (2) - Nice slideshow of TV commercials eg Sega Pirate TV etc
G0121 AGA Landscapes
G0115 W/S AGA slides (6) - 6 disk full of AGA Graphics
G0143 Nightbreed Slides (2) - More slides
G0144 Jurassic Park Slideshow - Pics from the film get it now!
G0148 Ham 8 pics 1
G0149 Ham 8 pics 2
U1008 AGA Software Vol. 3 - More Stuff
P0415 Motorola Invaders 2 (2) - Wicked Space Invader Clone includes metiocall sound track
P0414 Klondike Deluxe (3) - Card game uses all 256 on screen
U0970 AGA wb screens - Custom wb screens
U0966 NFA A1200 utils
U1081 A1200 Virus Killers for A1200 users
U1082 RSI Demomaker + version - Fixed version of RSI Demomaker 2
G0158 Manga A1200 Slides (4) III
A0556 French A1200 demo - 1st place in France demo comp
U1085 AGA Icons - Icons
G0160 Minc AGA Slides - Raytraced slides only 3 but are great
A0558 Muffbuster A1200 demo
A0557 Panta Rhei A1200 demo
G0150 Worlds Beyond Slides (3) AGA - fantys theme
U1048 Cooper Creator - Rainbow maker etc
U0958 Winblen - Fractal Generator
G0156 Freak Body Shop 4 (2) - Pics of famous ladies
G0138 Superdisk 20 AGA
G0116 Exotic Creatures AGA Slideshow - Pictures exotic creatures ie birds etc
G0112 Cynostic Slideshow
P0224 A1200 Tetris Game - Giger Tetris
U0576 A1200 Fix Program - Run old programs

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ASi Back to School 2
TRSI Misery Demo
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Fredys Death Slideshow
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Street Fighter 3 Anim
Mirage Subliminal Xtc (2) A1200 only
Cindy Crawford Slides AGA
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Beetle Platform Game
Ncomm v3 - No docs
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Introduction

A package based at people who are new to PD. Gives you a taste of the following: copiers, demos, music, games, utilities and toys, graphics utilities & more.

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If you are into Rave/Techno style tracks then you will N-Joy this package. It contains a music program (MED) and comes complete with great Rave/Techno tracks for you to listen to, but not only can you listen to them, you also get lots and lots of Instruments, Beats, Vocals, Bass and more. BE YOUR OWN MC. Create your own tracks. Record them onto your tapes.

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If you're looking for a stocking filler for your Amiga-owning loved one, you then you could do a lot worse than going into the Public Domain Christmas grotto, sitting on Richard Baguley's knee, and seeing what he pulls out of his sack...

PD Update

I think the answer to this one is three. Perhaps that explains why I've never learned to drive...

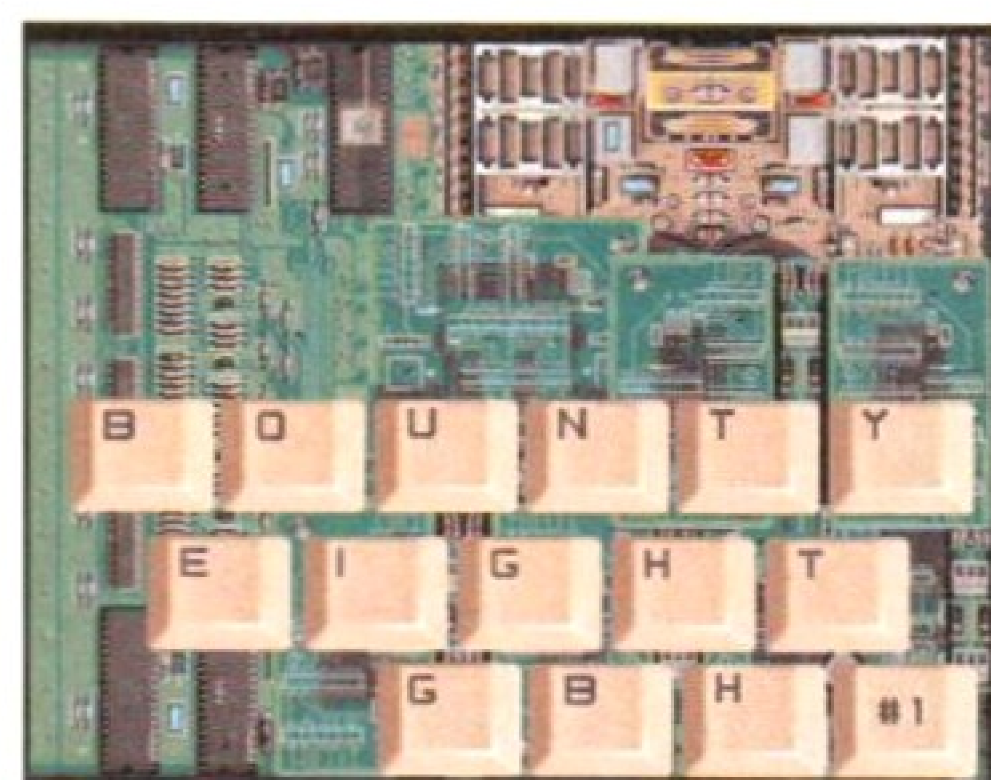
CODE-MONGUS

EDUC

EXPRESS PD
U1002

I must admit that I've never been a great fan of cars, unlike the editor of this fine magazine, who drives one of the fastest big pink cars you can get. Anyway, to pass your driving test, you're supposed to be able to recognise a profusion of road signs and answer questions such as "What's the stopping distance of a two-ton elephant at 70 mph?"

This program provides you with a handy way of testing your knowledge with a multiple choice quiz on all the aspects of the Highway Code. There are a total 123 text questions, plus 73 questions relating to traffic signs, all with a choice of three possible answers. *Codemongus* is very well put together, and even features a high score table, which adds to its entertainment value. So if you're not sure of the difference between a Humpbacked Bridge and a Men At Work sign, this could be a useful program for you.



The title screen of *Bounty* issue eight. The two-disk mag, which covers a wide range of issues, now costs £3.

BOUNTY

MAG

CYNOSTIC
D0189

Disk mags are fast becoming something of an art form, with a lot of coding groups producing their own mags such as this one. *Bounty* has been around for a few months now, and this is the eighth issue. But it's no longer free and from now on you'll have to fork out £3 for the two-disk mag.

Bounty doesn't look as exciting as disk mags such as *Grapevine* or *Lunchtime*, because it's all text based (except for the gallery section), but the articles are of a high quality. Topics covered in this issue range from shag pile carpeting to game reviews and swearing (which is not big or clever).

ENTITY

GAME

CYNOSTIC

If you hadn't noticed, you are being invaded by the Entity, and all you have to defend yourself is a Stix. Sounds nasty. You're also enclosed in an electrified fence, and if you touch the side, a short circuit drains your batteries and sets your bonus to

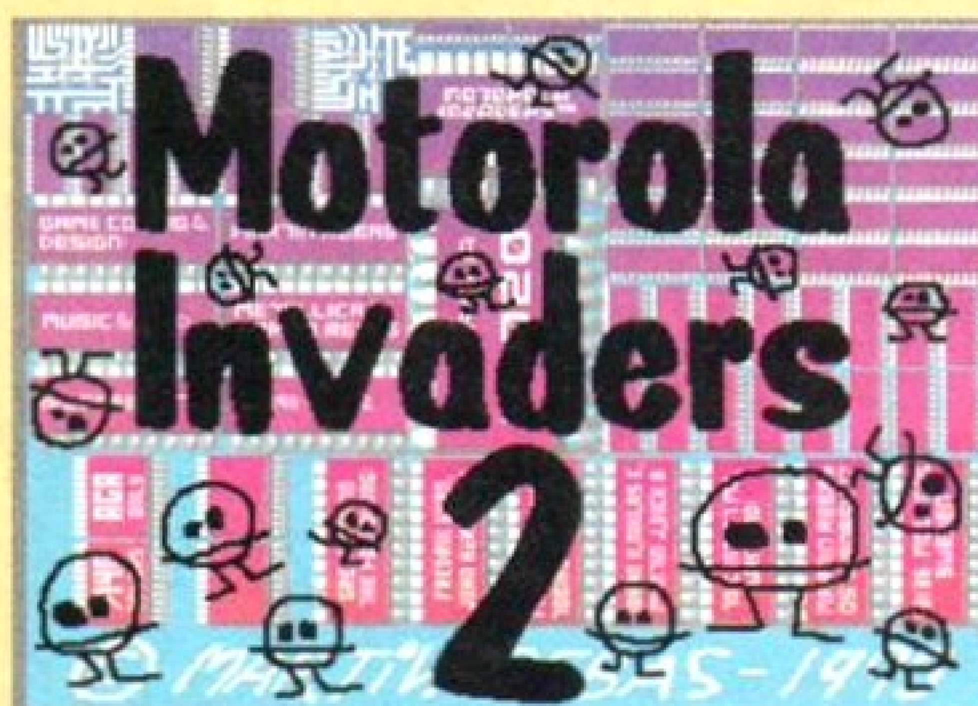
MOTOROLA INVADERS 2 AGA

GAME

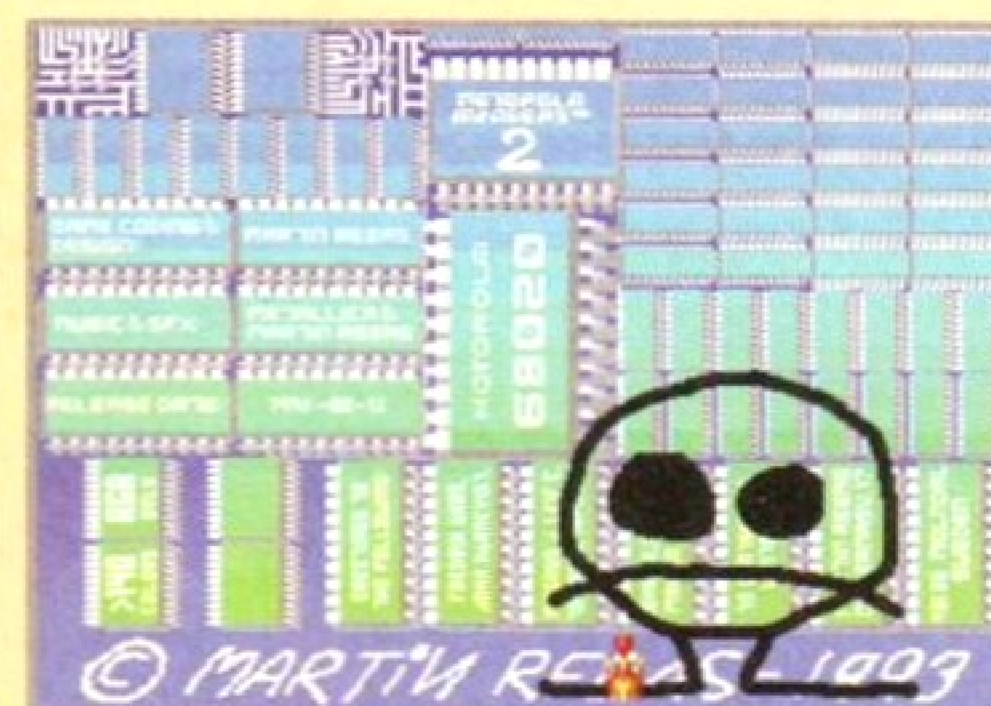
TELESCAN

I must admit that the original *Motorola Invaders* passed me by, but that doesn't stop this being an excellent game. As you may have guessed, it bears a certain resemblance to the classic arcade game called *Space Invaders*, but instead of aliens you have to shoot Viruses. These nasty little specimens are trying to get to the bottom of the screen, and thus invade your computer. It's your task to blast them into oblivion.

On the first level, they zoom around randomly, but on the second, they act like conventional Invaders and move down the screen in rows. If you get as far as the third level, you have to face a rather large boss virus, who takes an awful lot of expunging. As you may have guessed from the name, this game will only work on AGA machines (the A1200 and A4000), but the author (Martin Rebas from Sweden) has done a good job of using the extra power of the AGA chipset to create smooth graphics, good backgrounds and a sampled Metallica soundtrack.



The title screen from *Motorola Invaders*, which bears a certain resemblance to, erm, *Space Invaders*.


Get on to level three and you have to face this rather nasty invader who takes a lot of shots to destroy.

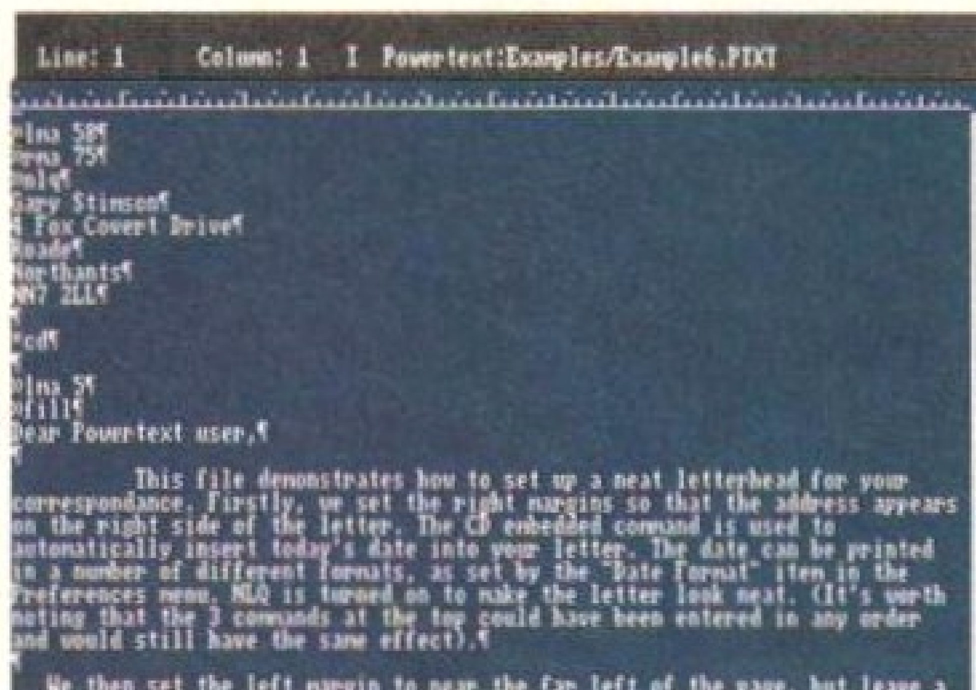
POWERTEXT

WP

CLR

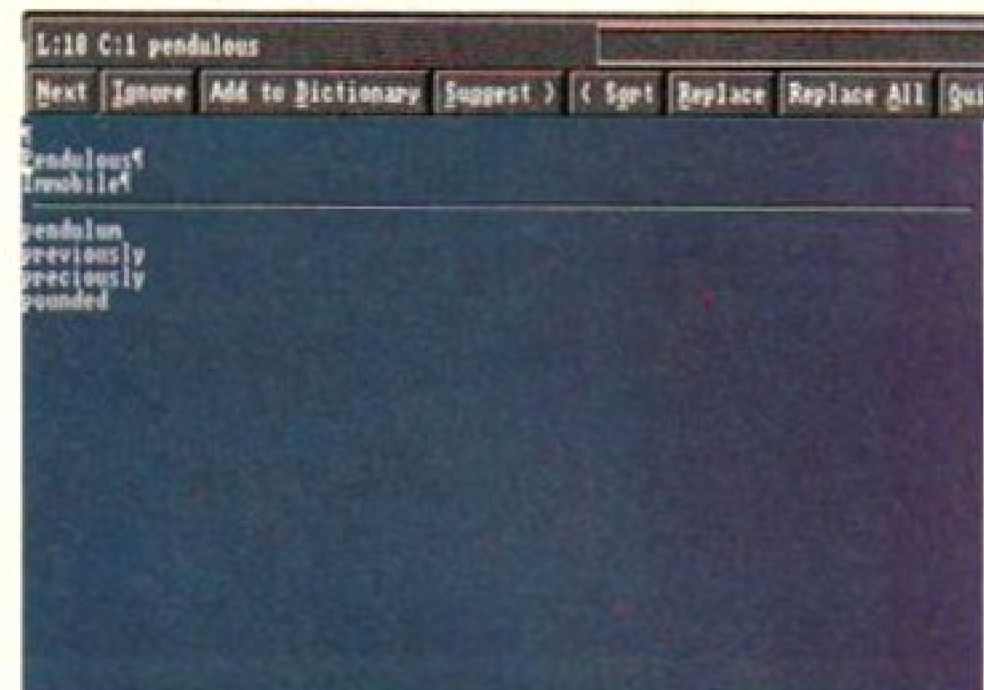
***PowerText* is, as you would expect, a word processor. However, it differs from most in that it only costs £3.50, instead of the usual £90 or so. Created by AMOS veteran Gary Stimson *PowerText* is an impressive bit of programming. It boasts many powerful functions and is designed for producing printed documents.**

The most useful part of the program is the ability it gives you to insert commands into a document, in a similar way as you do with *Protext*. These commands control the printer, and can set font, size and justification. These commands don't affect the screen representation of your document, so the program is certainly not a WYSIWYG (What You See Is What You Get) word processor. But with a bit of planning and a few practice runs,



***PowerText* is an extremely capable and effective word processor, and it will only cost you a measly £3.50.**

***PowerText* can produce excellent results. It's certainly not going to replace the best commercial word processor programs such as *Wordworth* or**



***PowerText* even includes a useful spell checker, although the dictionary is a little limited.**

***Final Copy*, but for producing simple documents, *PowerText* is an extremely capable and highly effective tool.**



Careful where you point that Stix! You could have somebody's eye out with that!

zero. So, you move your Stix around with your mouse controlling one end, while the other moves randomly. Anything that gets between the two points is zapped. To make matters a bit more tricky, the Entity attacks you in multiple parts, some of which take more than one zap to destroy. If any part of the Entity gets to the wall, it will drain some of your energy and once that falls to zero, it's goodnight Vienna.

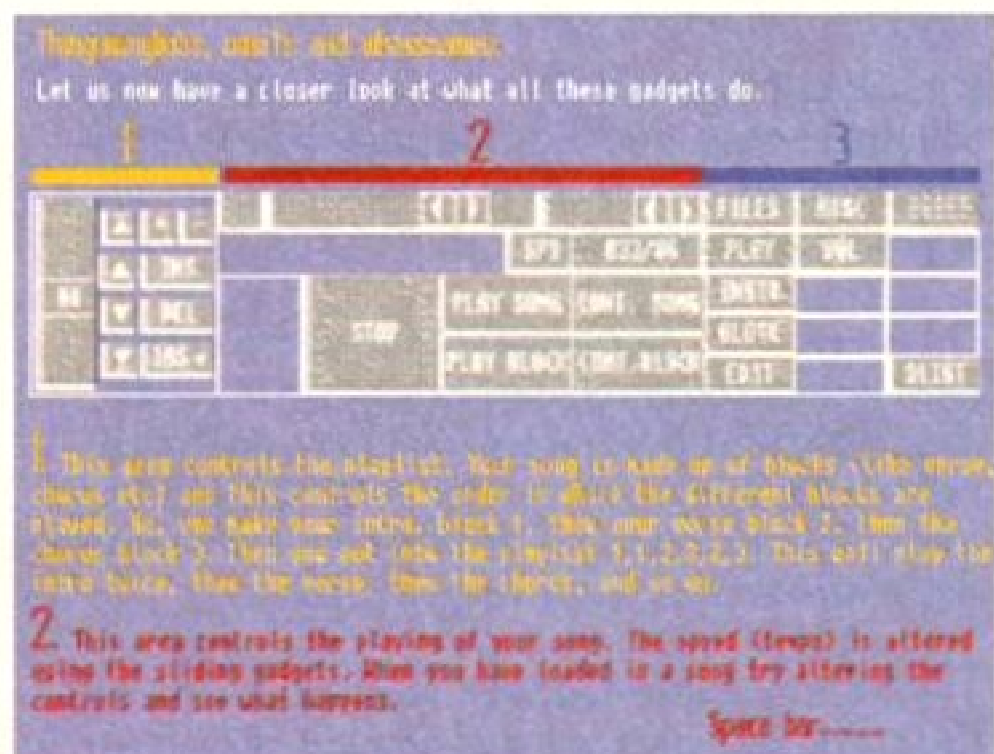
Entity is a fast, complex and frustrating blast-em-up without the blast. Perhaps that should be a zap-em-up. Anyway, we mentioned this game in PD Update way back in April, but the author has rewritten it so it's faster, and now works properly on A1200 and A4000s. He's also working on the AGA version, which should be out next year.

OCTATUTOR

EDUC

TELESCAN

Using your Amiga to make music can be a complex business, and powerful programs such as *OctaMED* can be a touch difficult to get to grips with. So, anything that makes it easier to work out what's going on in these programs can't be bad.



***Octatutor* claims to show you around the bells and whistles of *OctaMED*, but rather fails to raise any steam.**

Unfortunately, the well-intentioned programmers have created a disk that is only of limited use. The program is designed to show a new user around *OctaMED* (up to version 3), but it fails on one serious count. Because the author wrote the program using AMOS, it can't multitask, which means that you can't read a section in the tutorial, flick over into *OctaMED* to try something out, and then flick back to the tutorial.

You could get round this rather annoying problem by printing out the 20 or so screens which form the tutorial, but this is hardly an ideal solution to the problem.

The author obviously knows a lot about using *OctaMED*, as the five songs included on the disk show. It's just a pity that this knowledge is presented in a manner which makes it difficult to get the most out of it.

THIS YEAR'S TOP 10 GAMES & UTILITIES

We've seen hundreds of PD games and utilities over the year, and there's a wealth of programs out there to enrich your Amiga-using life in every way you can imagine. Here's our pick of the year...

1 LYAPUNOV (NBS 13/U3)

Fractals may be a bit passé, but this program uses a weird bit of mathematics to produce stunning organic fractal images.

2 GRAPEVINE



***Grapevine* is the best of the many disk magazines.**

A consistently witty and useful disk magazine, *Grapevine* has become one of the mainstays of the Amiga community. Long may it continue to thrive.

3 REND 24 (CYNOSTIC U0010)

It's not as powerful as *Art Department Professional*, but for processing images and animations, *Rend 24* a very useful program, as you'd expect from one of the authors of *ImageFX*.

4 VIEWTEK

For Workbench 2 or above, this remarkably flexible file viewer can even view JPEG and GIF files.

5 NUMERIX

This, erm, 'Scrabblesque' game involves putting differently shaped pieces on to a board, covering squares which give you a number of points.

6 PARBENCH

An excellent utility for connecting together two Amigas via their parallel ports. As used in the office for connecting a CDTV to an A2000.



***Dirty Rackets* is a top ten blast from the sporting past.**

7 DIRTY RACKETS (CLR DISK 31)

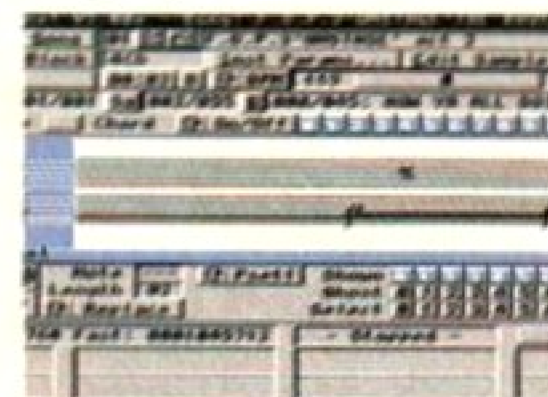
Nostalgia is alive and kicking in this excellent update of the popular early tennis and football games.

8 TOOL MANAGER (FRED FISH 872 & 873)

One of the elite few PD programs that has found its way on to my own hard disk. It adds programs to the Workbench Tools menu, or adds Docks to your Workbench screen.

9 DEGRADER

Turns your shiny new machine into a grotty old one, so you can run older software.



Turn your Amiga into a music machine with *OctaMED*.

10 OCTAMED

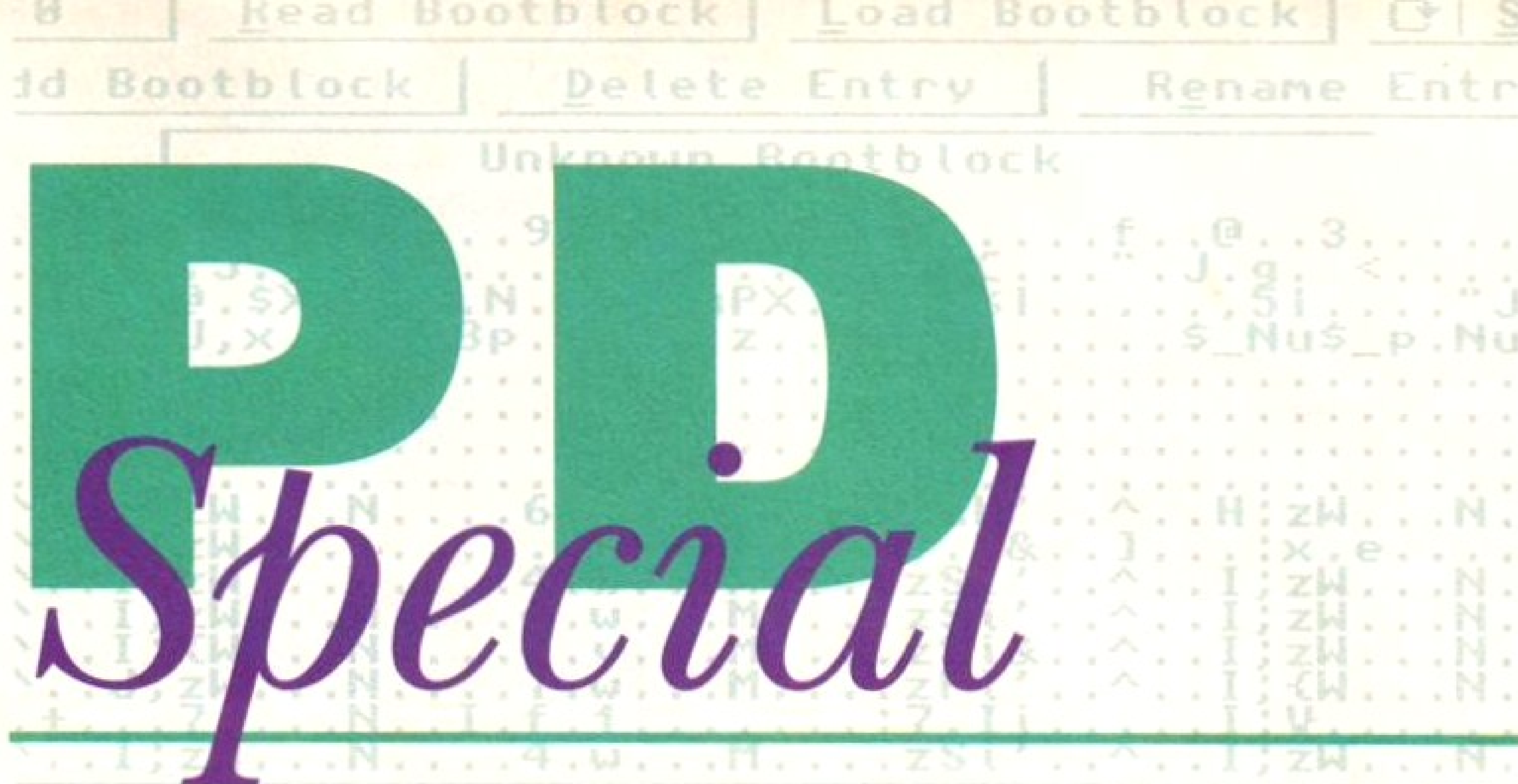
The most powerful and easy-to-use music program on the Amiga, although *ProTracker* is a serious challenger.

WHERE TO GET THE DISKS IN THIS ISSUE

EXPRESS PD, **47 Aberdale Road, West Knighton, Leicester LE2 6GD. 0533 887061**

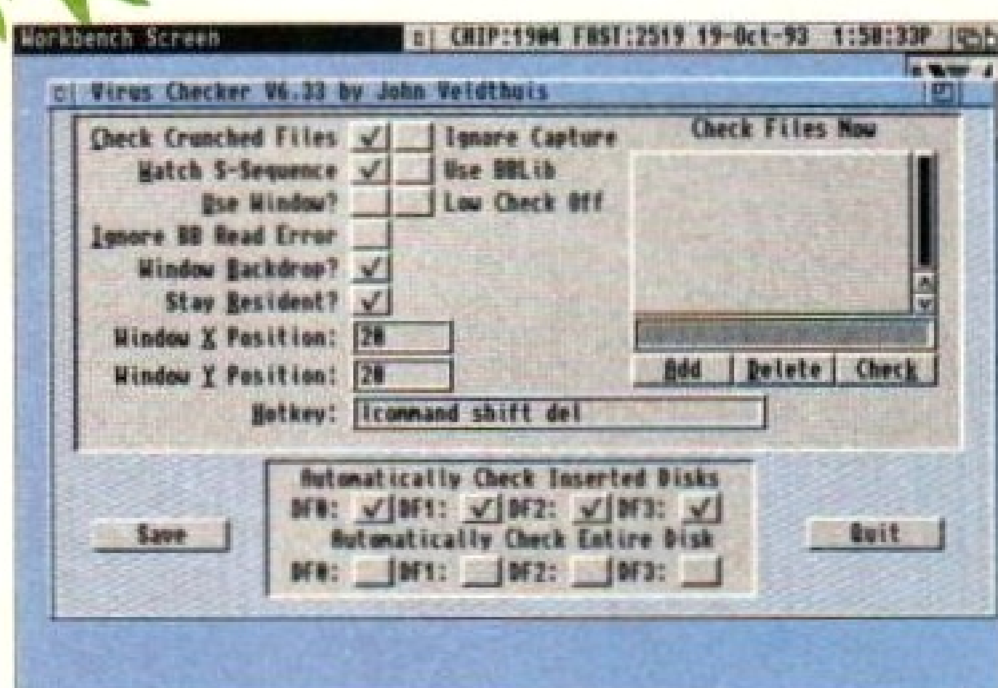
TELESCAN COMPUTER SERVICES
Handsworth Road, Blackpool. 0253 22296

CYNOSTIC PD
**Office 1, New Enterprise Centre
Little Heath Ind. Est.,
Old Church Road,
Coventry CV6 7NB. 0203 613817**



PD Special

Virus Writers beware! Somebody is out to get you. Richard Baguley looks at how Safe Hex International are taking on the virus programmers.



John Veldthuis' rather excellent *Virus Checker* program, which is currently up to version 6.33, is just one of your allies in the battle against viruses.

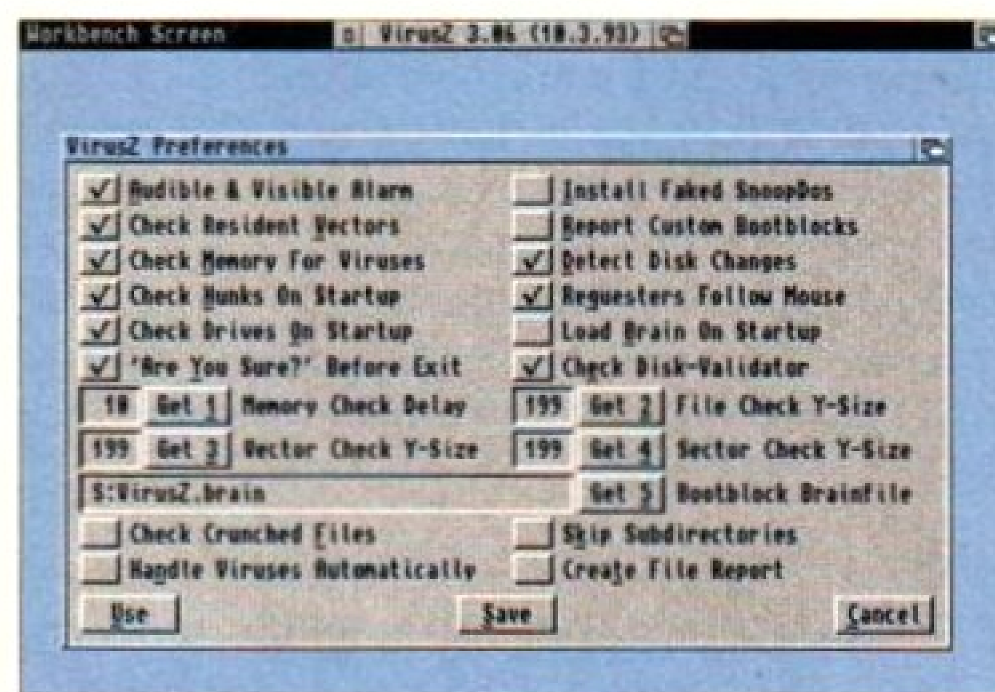
IT IS A rare and fortunate Amiga user who has never been struck by a virus. These rogue programs, such as *Byte Bandit* and the *Crime Virus*, can hide on an infected machine and emerge at a predetermined time to do something extremely nasty. This can range from changing your mouse pointer to overwriting a random part of your hard disk and possibly destroying all the data held there. Whatever it does, a virus will cause you problems.

Fortunately, there is a solution. Programs such as *Virus Checker* and *VirusZ* can be run in the background on your machine, and will check for any viruses which are hiding on your Amiga. They will also check every new disk you insert to make sure that nothing unpleasant is lurking on it. Both of these programs are regularly upgraded, and they are widely available as Freeware.

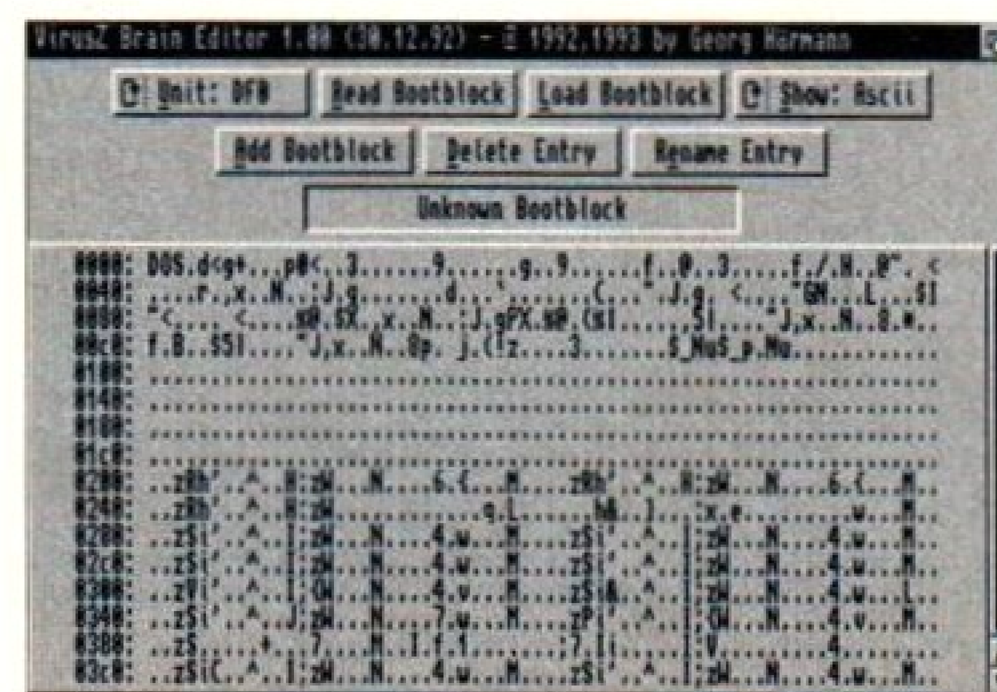
Safe Hex International (SHI) has been at the forefront of the battle against viruses since 1990, but it's only recently that a UK branch of the organisation has opened. SHI is run by Paul Browne, who participates in anti-virus efforts with the other branches of the organisation around the world, including the head office in Denmark, run by Erik Lovendhal Sorenson.

Safe Hex International concentrates on producing The New Superkillers, a disk containing the most up-to-date versions of the best anti-virus programs. This comes in two versions for Workbench 1.3 and Workbench 2 and above users. It's upgraded regularly, and part of the money made from the disk goes to the authors of the programs, and towards the campaign to raise awareness of what viruses are and how to prevent them spreading.

SHI offers a reward of $1,000 for information leading to the conviction of virus programmers, and they are currently working with the police on one case with a view to prosecuting a virus author. Because this case is still pending we can't print details, but anybody who has encountered a virus will agree that legal action against the people who write these destructive programs is long overdue.



VirusZ, written by Georg Hormann is one of the most popular and effective anti-virus programs.



This is the Bootlab of *VirusZ* looking at the bootblock of the *Second Samurai* demo on *AF*51.

But why do people write virus programs? Well the simple answer is that it's because they are bloody minded, they intentionally want to inconvenience, or they get some sort of kick out of showing off their programming 'skills'. Whatever the reason, creating a virus is certainly not big and it's not clever.

One word of caution: many of the anti-virus programs will complain about games disks, and generate messages about "Non standard boot blocks". This doesn't mean that your disks are infected by a virus, just that the program doesn't recognise what's on the disk.

Many software houses use different ways of storing data on the disk to stop people copying them, and some anti-virus programs will offer to re-install the bootblock with a standard one. You should never reinstall the bootblock with a standard one on a game disk, because this could damage the disk and render the game unplayable.

If you want further information about Safe Hex International, contact them at: SHI Regional Virus Centre UK, 304 Leeds Road, Eccleshill, Bradford, West Yorkshire BD2 3LQ, or at the following E-Mail addresses: *2:250/320.4@Fidonet.org* or *39:138/14.4@Amiganet.org.*

SHI can also be contacted on the Fidonet echo SAFE_HEX.

The New Superkillers disk costs £2. Safe Hex International will send you the next five updated versions of the disk for £10. Cheques should be made payable to Paul Browne.

VIRUS UPDATE

One of the newest viruses likely to be encountered by Amiga users is the *Crime Virus*, which has two strains (CRIME and CRIME++). It's not yet clear exactly what this virus does or how it is triggered, but it's likely to do something nasty.

This virus appears to be able to infect data files and turn them into infected executable files. This caused some panic when a recent version of *Virus Checker (6.31)* falsely reported that files compressed with the utility Powerpacker were infected, and proceeded to try and remove the virus, damaging the files in the process.

Unfortunately, this damage was not easily repaired, and many people lost important files. Later versions of *Virus Checker* do not detect the *Crime Virus*, and Safe Hex International recommend that you use *VirusZ* version 3.07 to deal with this unpleasant virus.

PUBLIC DOMAIN JARGON BUSTED

The world of Public Domain is full of confusing terms and names. At Amiga Format we aim to demystify this world, so here's our easy guide to common PD terms and names.

PUBLIC DOMAIN – Any software which is in the Public Domain (PD) can be copied and distributed by anybody, as long as no money beyond the cost of the disk changes hands. There are many companies that sell PD who advertise in *AF*, so read through the adverts in the following pages. Many PD companies will make up collections of programs with a specific theme or purpose, so if you need a certain type of program, check the adverts and phone around. You are also allowed to make copies of PD disks and distribute them to friends, again as long as you're not making a profit.

SHAREWARE – This means that the freely distributable version on the disk is disabled in some way, and the full version is obtainable by sending a small sum to the author. Some people distribute the full version, but with the proviso that if you use the program regularly, you should send them a small registration fee.

LICENCEWARE – This is somewhere between PD and commercial programs, in that you are not allowed to distribute them, but they don't cost very much. A Licenceware disk will cost you under a fiver, but as a rule the quality of the programs is much higher than many PD programs.

FREEWARE – With Freeware, there are no restrictions, and you can copy it as many times as you like, and pass it on to friends or upload it to bulletin boards.



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❑ ^+ **V793 AMIGA BEGINNER** You asked for it! Tutorial for the beginner on using your Amiga! Covers CLI & Workbench
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❑ ^+ **V1216 COLOUR CHANGES** The aim of the game is to create a line of four ball in your colour. Requires 2 players at present
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❑ ! - **V215 DISKMASTER v3.2** Copies files from one disk to another
❑ ^+ **V262 DUPLICATION & BACK-UP** Superdupers Turbo copy, Sanity copy
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❑ ^+ **V298 NORTHC v1.3** Complete C language with all files needed **(2)**
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❑ ^+ **V390 DESK TOP PUBLISHING** Extra features, Text & Graphics Editors
❑ ^+ **V392 AMICASH BANKIN** Best bankin program that I have ever used
❑ ^+ **V394 CHEMESTETICS v2.14** Draws molecules using the calotte model.
❑ ^+ **V401 WINDOWBENCH (2)** Give your Workbench v1.3 a stunning new look and update your aging software
❑ ^+ **V424 ANTI-FLICKER** Said to stop the flicker in High Res mode
❑ ^+ **V444 PRINTER DRIVER DISK III** Now contains instructions on how to install them. Theres about 90 drivers
❑ ^+ **V479 CHESS & UTILITIES** A collection of chess related Puzzles
❑ ^+ **V489 AMIBASE PRO v2.0** This is most popular PD Database program.
❑ ^+ **V490 MESSY SID v2.0** Reads MS-Dos disks, Transfer any text files to & from an IBM PC, ie PC to Amiga
❑ ^+ **V523 DICE C COMPILER (2)** Matthew Dillons full featured powerful C compiler & environment system.
❑ ^+ **V536 CATALOGUE UTILITIES** A collection of utilities used to Catalog disk/ Video & Tape collections **(2)**
❑ ^+ **V573 FILE & HD** HDClick v2.0, File Minder, DosControl, & tools. **(2)**

❑ ^+ **V575 HOME BUSINESS** Based on word processing, Data Management, Spreadsheets, Accounts & Printing **(6)**
❑ ^+ **V583 ICON EDITOR III v2.0** Create icons upto 640x200. Edit or Create
❑ ^* **V587 GELIGNITE FONTS (2)** If you want some fonts then get it
❑ ^+ **V610 GOLF SCORES v1.84** It will record each round you play & Store it
❑ ^+ **V611 FOOTBALL LEAGUE v1.1** Want to update your teams league position. Statistics. Program for the featured Footballer
❑ ^+ **V620 ASPICE v3.2** Full featured program for electric circuit
❑ ^+ **V627 DPAINT FONTS No's 1-3 (3)** The latest selection Fonts for use with any IFF Painting (like DPaint) / DTP Program.
❑ ^+ **V635 IBEM EMULATOR v1.5** Is a CGA Colour IBM-PC Emulator for Amiga.
❑ ^+> **V660 HOME MANAGER** Is an addressbook, inventory database, 2 do list
❑ ^+ **V661 VERTEX** Create 3d objects without using the X, Y & Z views. Loads Sculpt 3d+ Now also contains Sci-Fi fonts
❑ ^+ **V662 DCOPY v3.1 PRO** You can select the speed of the disk drive, Copy modes, Dos, Nibcopy, Ver & safecopy
❑ ^+ **V678 DRAW MAP v4.1** You can generate world maps in detail views, 3d or 2d 2Mb (2) or 1Mb V263 (1 disk) old of that extra hard game & Cheat
❑ ^+ **V681 GAME TAMER v4.59** Get a hold of that extra hard game with a cheat
❑ ^+ **V685 ASTRO ASTROLOGY v3.5** Best Astrology program on the Amiga
❑ ^+ **V686 MULTIDOS v1.12** After this program has been installed your Amiga drives can then read 720K IBM Disks.
❑ ^+ **V688 MAGNETIC PAGES v1.30** Creates disk based mags with graphics
❑ ^+ **V690 WB 2/3 UTILITIES** Contains the programs that would have been with WB 2.x take full advantage of the many NEW capabilities
❑ ^+ **V693 HARLEQUIN VIDEO ART** A video production with backgrounds **(3)**
❑ ^+ **V698 AGRAPH v2.0** Brings the world a cheap draw Bar, Line, Area & Pie chart production/ presentation program.
❑ ^+ **V702 AREXX TUTORIAL** Includes several samples of Arexx scripts & some sample programs. ARexx comes free on all Workbench v2.x and better machines.
❑ ^+ **V711 UNIX** Contains a disk demo of Minix a Unix based System which is call compatable
❑ ^+ **V719 FREECOPY v1.8** Removes protected games copy protection so that the user can install them on HD
❑ ^+ **V742 ONLINE v1.4** Program will allow you to find cheats within games
❑ ^+ **V751 PROFESSIONAL C MANUAL v3.0** Is the largest collection of utilities, documents & examples for C, it consists of six megabytes, with over 40 chapters **(5)**
❑ ^+ **V757 AMIGADEX v1.61** Creates a card index database system.
❑ ^+ **V759 TEXT ENGINE v4.0** Up-dated version of the text processor with **AZSPELL**. Excellent spell checker
❑ ^+ **V761 A-GENE v4.18** The most popular genealogy database program
❑ ^+ **V777 VOICE CLI v7.0** The idea is to control the CLI with your own voice.
❑ ^+ **V778 RAYSHADE v4.0** Complex Ray tracing package 2Mb **(3)**
❑ ^+ **V782 FORMS** Create, Edit, Draw, Colour & print your own forms.
❑ ^+ **V783 PROGRAMMING TOOLBOX** Many programs to help in your development efforts (most C but some in basic)
❑ ^+ **V784 AREXX (2)** disks which contain Arexx programs & examples
❑ ^+ **V786 PASCAL** This disk contains everything needed to program in Pascal. Includes a68k 68000 assembler & more
❑ ^+ **V787 PROGRAMMER TOOLS** GadTools to design your user interface to your own programs using all of Amiga DOS 2.0's new features. Also RegTools
❑ ^+ **V790 ANIMATION UTLS** Includes CyroUtils for splitting, combining, and creating animations from IFF picture files
❑ ^+ **V791 DIRECTORY UTLS** Highly recommended programs which are designed to make CLI tasks virtually obsolete
❑ ^+ **V794 GRINDER** Complete graphic conversion package that supports GIF, JPeg, Atari ST (Neochrome / Degas), PCX, Targa, TIFF, Ham-E and IFF format pics.
❑ ^+ **V799 ADVANCED UTLs** SetNet & Parnet, Connect 2 Amigas & share resources via serial or Parallel ports. MyMenu
❑ ^+ **V806 WB v2.04 UTILITIES (2)** 2nd collection of WB v2.04+ utilities that take advantage of the NEW capabilities
❑ ^+ **V811 ELECTROCAD v1.42 & PRO TOYPER** Electronics drawing programs
❑ ^+ **V812 CANON** This disk contains Printer Drivers & Canon Studio, Gives better print output for ANY 9 pin printer
❑ ^+ **V815 FILE & HD 2** DirWork v1.62 Mega D File copier like Disk Master **(2)**
❑ ! - **V817 A500 PLUS EMULATOR** As it sounds will let v1.3 / v2.+ owners run WB v2.+ software. KS1v2.0T only need to purchase the Workbench v2.x chips.
❑ ^+ **V818 INSCRIPT v1.1** Produce video titles, IFF Pictures as back grounds
❑ ^+ **V820 BBBBS v5.9** Baud Bandit bulletin Board System. Fluxes include up to 99 file libraries, interface to extra devices
❑ ^+ **V821 SNOOPDOS v1.5** Monitors Dos calls to see what library, devices, fonts are required if a program won't load
❑ ^+ **V822 BACKUP v2.43** A Hard disk backup program that features, multi-drive support, full backup, compression
❑ ^+ **V823 POWERPLAYER v3.4** Very powerful, user friendly module player.
❑ ^+ **V826 AHDM v3.4** Hard Drive Menu. When placed in your startup-sequence, offers a 16 page menu
❑ ^+ **V827 REPAIR-IT 2**: NewZap v3.3, Revive file editor FIXDISK v1.2. Recover as much as possible from a defective disk
❑ ^+ **V841 MODULA-2** Contains modula-2 language on the Amiga.
❑ ^+ **V842 SID v2.01** Sid can be used for various operations, like file copieng, re-naming, deleting, Moving, Formatting ect
❑ ^+ **V844 DELITRACKER v1.3** Powerful & system friendly music player. Will play over 40 difference types of modules.
❑ ^+ **V845 Q.M.J v5.31** Generate julia sets & complex Quaternion Julia slices.

❑ ^+ **V850 FRAC v1.1** is a graphical Role playing game creator
❑ ^+ **V858 MUSIC MAKERS** A selection of programs to produce your own music productions. Make your own music.
❑ ^+ **V859 AUDIO TOOLS (2)** Sound and Audio production utilities.
❑ ^+ **V861 3d DESIGNER** Graphic produ-ction utilities including CLight, DKBTrace
❑ ^+ **V865 IMAGE PROCESSORS** Tools to perform wide variety of Image techniques
❑ ^+ **V866 MANDEL EXPLORER (2)** This is the best collection of Fractal Generating software utilities on the Amiga
❑ ^+ **V869 ANIMATION ASST (2)** Will solve many of your animation problems. Includes ABridge, Players, DA, AnimTools
❑ ^+ **V875 SPACE** Help you study, identify the Stars & celestial objects.
❑ ^+ **V876 SYSTEM TEST v4.1** Checks & reports on your computer
❑ ^+ **V888 TRONI CAD v1.0** The best CAD program with power functions.
❑ ^+ **V899 ABACKUP v3.88** A Powerful backup utility that may be used for HD backup & File Archiving. **SysInfo**
❑ ^* **V900 BOOTJOB v1.0** Include functions to store, install, view or execute any bootblock. Can save BB as executable
❑ ^* **V901 FIM v2.2** IntroMaker to create you own Intros. IFF imports
❑ ^+ **V924 PLOT MAP v0.85** An extra disk for use with Draw Map v4.0+ Will allow use of the program with 512K RAM
❑ ^+ **V925 SLAUGHTER CHEATS** Selection of WB Hacks & Cheats
❑ ^+ **V928 THE LITTLE OFFICE** One of the best disks at the present time. Has a Word Processor and others
❑ ^+ **V936 LETTERS & BOILERPLATE** Letters for you to use as your own or cut & pause into a Word Processor
❑ ^+ **V942 SCREEN BLANKERS** A disk packed with screen blankers. Includes the Twilight Zone blanker along with 10 others
❑ ^+ **V943 LYAPUNOVIA v1.5** Mind-bogglingly colourful program that makes pictures from a mathematical formula. Now with AGA support
❑ ^+ **V945 PROPAGE 3 ENHANCER** Over 40 Genies for use with ProPage 3.0, including useful ones like Make Pie Chart. Also structured clipart for unique borders!
❑ ^* **V946 SYSTEM OPTIMIZER** KCommodity gives you memory meters. REorg will optimize hard / floppy disks for big speed increase. HDMem virtual memory. 2 Meg of HD space for 2Mb
❑ ^+ **V947 GNUPLOT** Is a command driven interactive function plotter. Creates stunning plot/graphs of mathematical functions. Requires a hard disk drive
❑ ^+ **V948 INTUITION BASED BENCH-MARKS v6.0** Contains all the popular BMs like Sieve, Dhrystone, Savage, IMath & Matri
❑ ^+ **V949 TESTS** Contains all of the classic speed tests and system checks we could find. Includes CPU Speed, A full featured system diagnostic tool & more
❑ ^+ **V951 PROTECTION** is a collection of utilities aimed to protect your data and protect autobooting HDs & Document File. Lock your data files with a password
❑ ^+ **V952 x-BENCH v1.0 (2)** Complete solution to the replacement Workbench. Contains LastHope, View, Virus Checker, Power packer & DCopy2
❑ ^+ **V957 TACKS v1.2** Help you create self-booting animation disks.
❑ ^+ **V958 CLUB LEAGUE** is a utility that will allows you to edit and keep track of your divisons/leaggue stats.
❑ ^* **V962 SUPER KILLERS v3.0 (2)** The latest Virus Killers like BootX v5.23b, Virus Checker v6.29 and VirusZ v3.07
❑ ^* **V976 WB v2.04 UTILITIES 6** Next collection of WB v2.04+ utilities.
❑ ^+ **V977 FILE & HD No 5-6** Next Excellent collect of HD utilities. **(2)**
❑ ^+ **V979 NCOMM v3.0** Is a comm-unications program based on Comm v1.34 with lots of very nice enhancements
❑ ^* **V980 KICK v1.3** Will down grade A500+, A600, A1200 users machines to run software that would NOT normaly work. Turns them into a Workbench 1.3
❑ ^+ **V983 MEGA CHEATS v3.0c** Now contains over 500 cheats.
❑ ^+ **V984 PROTRACKER v3.0a** The latest updated version from Norway, Various bugs fixed and 70 new features
❑ ^+ **V988 ZIPBENCH v4.0** Another Workbench replacemant but contains excellent utilities like, powerpacker v2.2a, powerplayer, SysInfo, VirusX, Archiver, b-Base, Bootintro, Degrader, Fist Aid Box **(2)**
❑ ^+ **V994 THE MONEY PROGRAM v1.5** Features include upto a maxium of 60 accounts, upto 50 direct paymenys,
❑ ^+ **V1000 GRAPHPRO v1.0** Written with Amos pro by David Jordan. Basically takes a set of data, plots them on a graph.
❑ ^+ **V1001 VMORPH v2.21** Will allow you to create smooth morphs/warps bet-ween two different images over a period of frames to create an animation.
❑ ^+ **V1002 RAMOS PRO v1.12** If you have Amos Pro then this disk will make your programs Boot without the program
❑ ^* **V1003 NICKPREFS** is an enhance-ment to WB 2/3 which adds 3 new prefer-ences WBPicture, BuzyPionter & Floppy.
❑ ^^ **V1005 WORKBENCH 3.0 UTLS** Contains the fist batch of A1200 and A4000/ 030/040 Utility programs
❑ ^+ **V1009 TURBO TEXT v1.1** Excellent Word Processor. Very impressiveversion
❑ ^+ **V1013 POOLS PREDICTION** A helping hand with the Pools.
❑ ^+ **V1016 OCTAMED v2.1** Music editor which was designed for making music.
❑ ^* **V1017 POST v1.86** An excellent Postscript interpreter for the Amiga which implements the full Adobe language **(3)**
❑ ^^ **V1021 (AGA) SCREENS** Enhance your Workbench disks backgrounds with theses nice full coloured pictures
❑ ^+ **V1022 LITTLE TRAVELLER v1.1** Shows a world map & you can select any country for travel information, Zooms up another close up map with more detail.
❑^ + **V1023 QUIZ** Contains Questions & Answers with the option to add
❑^ ^ **V1024 (AGA) MANDELSQUARE v1.6** Generate enhanced AGA set images, requires numerical coprocessor. You can create 256 colour coloured pictures
❑ ^* **V1025 TERM v3.4** Comm prgroam, Xpr transfer, filetype ident after download, cut & paste, point-and-click, auto upload/ download, VT102/VT220, Ansi emulation, powerfull phone book & AGA support **(3)**
❑ ^* **V1034 ADM v1.01** Flexible address database with loads of great features.
❑ ^^ **V1037 (AGA) A1200 WB HACKS** An excellent collection of Utilities & Hacks
❑ ^+ **V1038 AMOS PRO UPDATER v1.11** 1st Update to the Amos Professional
❑ ^+ **V1039 HARD DISK INSTALL** If you need to install your A1200 HD then you need this. Workbench 3.0 also requires disk V1075
❑ ^+ **V1040 bBASEIII v1.3** An easy to use, versalite, yet full featured database. Greatly enhanced successor to bBASE II.
❑ ^+ **V1041 DIGITAIL BREADBOARD** Full featured digitail circuit simulator
❑ ^* **V1043 SUPER DARK v1.5** A screen blanker like After dark from the MAC
❑ ^+ **V1044 FANCY PRINTING** Banner, Graph Paper v1.2 and Disk Print v3.59
❑ ^+ **V1045 uDRAW v1.0** Provides a mechanism for the rabid drawing of schematic diagrams. Bitmap oriented
❑ ^+ **V1046 THE X1 RAVE SAMPLES** Grarett Watt's IFF 808 State samples
❑ ^+ **V1048 HAM-8 VISTAS (2)** Collection of Ham-8 Vista drawings
❑ ^+ **V1051 EASY CALC v1.0** A spread sheet designed to be both easy to use and fast. Built in excellent help system.
❑ ^+ **V1054 ADVANCED UTLS 2** Compress Disk doubles the capacity of your D on the fly with compressions. Also DiskOptimizer, SCSI Mount and more.
❑ ^* **V1055 PARBENCH** All the software you need to hookup 2 Amiga's or CDTV's.
❑ ^+ **V1056 DEVELOPER** Contains the official Commodore developers Kit for the Amiga Guide & install utilities.
❑ ^+ **V1057 EDPLAYER** Music MOD player that looks, acts & plays like a CD
❑ ^+ **V1058 3D GRAPHICS** Several 3d moddeling/ray tracing programs
❑ ^+ **V1059 GRAPHICS** Create stunning graphical images. MPath creates swirling galaxy images, Roses, Rayshade
❑ ^+ **V1060 CIRCUIT BOARD DESIGN** Includes mCAD v1.26 and several terrific routines for the electronic enthusiast
❑ ^+ **V1061 DISK UTLS** Several highly recommended programs for performing file hard drive backup, file recovery, disk track recovery, and forced disk validatuion
❑ ^+ **V1062 DESKTOP PUB** Transfers Macintosh screen fonts. AFM metric files to Amiga fonts/PPage .metric files.
❑ ^+ **V1063 RIPPERS, STRIPPERS & BEATS** For the music enthusiast, design-ed to strip music from your favorite games
❑ ^+ **V1067 3D OBJECTS 3** About 20 objects in Sculpt / Turbosilver format
❑ ^ + **V1069 PRINTER DRIVERS 5** Desk-jet 550c, 500, 500c, Ricoh HP1200, Canon BJ300, 130, LPB, 10e, PJ1080a HP Paintjet
❑ ^^ **V1070 (AGA) UTLs 2** 256 colour icon editor, Plamsa256, QuickGrab v1.1
❑ ^^ **V1071 (AGA) MSM v1.8** Martins system monitor for programmers
❑ ^^ **V1072 (AGA) WINBLENDER v39.28** Create excellent/stunning AGA fractals. Also contains 68030/040/FPU versions.
❑ ^+ **V1073 FT-X ACCOUNTS v2.01** Was written as there are not ready any other good account packages.
❑ ^^ **V1074 (AGA) UTLs 3** Collection of AGA Based utilities. Includes Kill AGA Which allows you to run old badly written programs incluing demos & some games
❑ ^* **V1077 GENEALOGIST v3.04** Is a specialized database for keeping track of genealogical information. Full featured & a wide selection of features to use.
❑ ^+ **V1078 PC TASK v2.03** Software IBM-PC emulator. It allows you to run the majority of PC software with no additional hardware. Now supports VGA, EGA, CGA and MDA. Full version £49.99 see below
❑ ^+ **V1079 KEYBOARD TRAINER v1.1** Best Public Domain Typing Tutor An excellent New program / Amiga
❑ ^+ **V1081 REPAIR-IT 3** Contains a selection of Disk, Hard Drive repairing and file saving utilities for the Amiga.
❑ ^+ **V1083 CROSS v5.1** is a program that creates crossword puzzles for you
❑ ^+ **V1084 SPECTRUM EMULATOR v1.7 (2)** This is the best & latest version of the most popular emulator for the Amiga. There is an 020/030 versions now on the disk which enhance the games on disk.
❑ ^+ **V1087 STOCK ANALYST** Technical analysis and securities tracking program which calculate when to buy & sell shares.
❑ ^^ **V1088 WB 2.0+ UTLS** Contains ChkFrag, DFC5, FastDos, Formatter, No-Click, UnDelete, KeyMac, MegaWB, MR, 1 Plane, OpenL, ResumeMaker & StarBlank.
❑ ^^ **V1090 ANDYS (AGA) UTLs** Another selection of utilities for A1200 owners also encludes FakeMem, KillAGA, AGATest, Degrader and much more.
❑ ^+ **V1091 ASTRONOMY v2.0** A menu driven astronomy program that cal-culatoes information about the Sun, Moon, Planets and Constellations. Help Disk.
❑ ^+ **V1092 HEROQUEST AID** Will aid solo AD&D players who do not have a Dungeon master at the present time. It takes over the DMs role. Good or what.
❑ ^+ **V1093 PARNET SET-UP (2)** A two way network file system between two parallel ports, establish via two amigas
❑ ^* **V1095 DEGRADERS** If you have trouble running software on an A1200 or A4000/030/040 give this disk a try it will emulate the basic 1.3 rom better that any other software on the Amiga at present.
❑ ^+ **V1096 MING SHU CHINESE ASTROLOGY** Will create a horoscope in seconds not hours. the complete aid.
❑ ^+ **V1097 TITANIC CHEATS v1.40** Contains 950k of raw data which is just a whisker under 600 games. Well presented
❑ ^+ **V1101 RJ UTLs** This disk contains helpful image processing and painting programs. Like Perfect Paint v1.34, Image Workshop v1.3, an IFF Manipulator.
❑ ! * **V1102 DT UTLs** Contains Border for WB v2.04+ machines, MakeKickFile, SKick v3.34, is a replacement for kick-it, Z Kick and LKick kickers. It will softkick any other version of kickstart into ram.
❑ ^+ **V1103 TEK-ATAK MODULES** An excellent helping of wonderful music for your own productions or to listern to.
❑ ^* **V1104 COLOURED ICONS** Transfer your disks into colouful well presented works of art with this database.
❑ ^+ **V1105 VIEW TOOLS** Contains Convert, ViewTree, a Familt tree easy to use database progra. ViewPhone, an Britsh telephone storage database. ViewDisk, is a small disk catalogue utility.
❑ ^+ **V1106 MAJOR LEAGUE** Allows you to keep track of your favorite teams and there results. DataIndex v2.4
❑ ^+ **V1109 STAR VIEW** is designed to show graphicallythe positions of the stars and planets from any point on Earth.
❑ ^+ **V1110 FORCASTER v2.01b** Is a Horse Racing prediction program which uses statistical analysis of Major factors.
❑ ^+ **V1112 CHEQUE BOOK v2.5** Record your bank and other transactions.
❑ ^+ **V1114 PRINT LABELs** DocDump2.1, Envelope Print v1.2, Inlay Maker v1.4, MC master v1.1, Banner Press, Label Print v3.5
❑ ^+ **V1116 POOLS WIZARD JNR** Dead-acated Amiga Football Pools predicter.
❑ ^+ **V1117 x-BEAT v1.2** A good program for drum sequencing 16 bass.
❑ ^* **V1121 SHAYERA'S TOOLS** Contains IFF2RAW, MatchRun, NoClick, PlayMelon, SetStar, TrackPlayer v1.92
❑ ^+ **V1123 DIGITAL DREAMS UTLs** Contains Trax, ProMax, trax Map, Titans cruncher, Protect, VC, Scrabble II, Boot Block Champ II and File Protect.
❑ ^+ **V1124 FIRST ALERT VIRUS** BootX, EVN v2.22, LVD v1.75, MVK v2.2, No Saddam, SnapShot, VC, Virus X, Virus Z.
❑ ^+ **V1125 LEMMINGS 2 INSTALL** This disk will install Lemmings 2 to your hard drive. 1Mb Chip RAM + 512k RAM
❑ ^+ **V1129 RED DRAWF TRIVIA** The ultimate Quiz and answers game.
❑ ^+ **V1130 COMMUNICATE v1.2** A helping tool for learning one of the eight formats of cummunications or languages.
❑ ^+ **V1131 COPPIERS UNLIMITED** AContains Maverick, copy only due to a new updated version oall the other copies have move disk.
❑ ^+ **V1133 NUMPAD v37.3** Emulates a numeric keypad on some Amiga Keys.
❑ ^* **V1134 TOOLMANAGER v2.1 (2)** Includes the ability to add menus to your Tools menu. add WB icons or Windows.
❑ ^* **V1136 DISK UTLs 2** Copy_C A tool for making backup copies, formatting ect. DiskMate A multi drivedisk copier. Disk Salv 2 Disk repair, salvage & undelete utl. HDClick, HD menu & workbench tool.
❑ ^^ **V1137 (AGA) UTLs 4** Test, BBlank, CheckAGA, CycletoMenu, Doublex, Force VGA, GIF Datatype, PKLudge, PPShow, Rend24, ViewTek & Verlauf
❑ ^^ **V1138 (AGA) UTLs 5** Degrader, Pov-Ray, AmigaToDouble, CardMemLost, Palette, Promotor, RomTagMem.
❑ ^^ **V1139 (AGA) UTLs 6** A4091Patch, Alert Timer, Bestid, Clouds, Ham8 JPEG, NewPOP, NTSC4NTSC, PatchPointer, Plasma PCX & Screen Mode changer.
❑ ^+ **V1140 FOOTBALL FORECAST** This is the latest and most upto date football results prediction program.
❑ ^+ **V1141 MANDELPLOT v2.4** Does't just produce 2d fractals, can view them in 2d or 3d modes, make animations, even design your own fractals. Fastest mandel-brot producer 1.5 seconds on an A500!
❑ ^+ **V1144 GRAPHICS** Contains JPEG files, DJPEGGui v37.1, MakeAnim7, BestAGA anim playback, S-Anim-5 v1.1, S-PIC v1.2
❑ ^+ **V1145 MENUMASTER III** If you want to produce a simple menu system this is it wether for a hardsk or floppy disk
❑ ^+ **V1147 EASYBENCH** Contains a wide selection of utilities which covers almost all the best utilities on the Amiga **(2)**
❑ ^+ **V1152 GOLDED V.94 (2)** A GUI Based editor with lots of functions/options (about 250), DICE compiler front end, OS3 look & functions, folding paragraphs, fully customizable menus, Hotkeys, Autoback-up, Insert columns, Clipboard, And more.
❑ ^+ **V1153 AMIGABASE v1.31** A programmable database, features inclu-de 2 display methods, filter datatypes, search, print, string, memo text, date, time. Data only limited by memory size.
❑ ^+ **V1154 MAGIC MENU V1.27** Replaces all Intuition menus, supporting both pull-down and Pop-Up menus. Menus can be displayed in a 3d look.
❑ ^+ **V1155 PHXASS v3.3** A complete macra assembler which supports all important Motorola processors.
❑ ^+ **V1156 VIDEO TITLER** Can you generate professional looking TV titles and credits for you oun videos. Well you can with this, It has outstanding abilities like very smooth scrolling, colour slides (AGA support) and use of colour fonts. ideal for use with our Colour Fletcher fonts
❑ ^+ **V1157 DINOWARP TRIVIA** You land suddenly & apear in front of a Dinosaur who agres to let you go if you answer 50 questions
❑ ^+ **V1158 BACK TO SCHOOL** Is a collection of the best Public Domain & shareware educational programs which will demostrate to the youngest kid how to learn on the computer whill having fun. **(2)**
❑ ^+ **V1160 NOSTROMO CHEATS v1.1** The best adventure solution disk ever made with over 500 arcade cheats.
❑ ^+ **V1161 GOALKEEPER v1.0** Computer soccer administration program, Create your own Mini Football leagues upto eight teams, Fit for the European, UK leagues. or just use with Kick-Off 2
❑ ^^ **V1164 ASI A1200 FIX DISK** Contains all what you would need for getting disks to work on your new a1200 computer.
❑ ^+ **V1174 SAMPLES UNLIMITED** A selection of instruments for all music programs like OctaMED, Sound Tracker.
❑ ^+ **V1175 UDM v3.0** Do you want to produce a utility disk of your own, well this disk will put you on the right track.
❑ ^* **V1176 NO SAMPLER UTILITIES** Contains Hunter III, Fraxion Ripper, Sample Maker, R.I.P and loads more.
❑ ^+ **V1177 BETTERBENCH** Yes its another intresting Workbench utility disk packed 99% full of utilities and documents.
❑ ^+ **V1178 KICKSTART 3 EMULATOR** This disk is a multi kickstart selection utility disk, You can select Kickstart 1.3 (34.005) Kickstart machine (as it is) Kickstart 3.0 (39.106) No AGA picture support but you do have a superior Workbench ect.
❑ ^+ **V1179 FILE-O-FAX** Designed for you to work at your own leisure without worrying about forgetting those important meetings, or names, address, tel No's
❑ ^+ **V1184 AMIGA DIARY** Is a mouse driven diary capable of storing all persion events and is the solution to those forgotten birthdays, missed appointments ect.
❑ ^+ **V1185 GENIE** Is a new genealogist database which will keep track of info.
❑ ^+ **V1190 TECHNO MODULES 1-5** Yet another helping of RaveTechno music from the European map. Requires a tracker. **(5)**
❑ ^+ **V1196 DESKTOP VIDEO** Is a disk with making and editing your very own video master pieces. Contains excellent software
❑ ^+ **V1197 LOCKPIC v2.0** This has a wide selection of titles which it can backup for save keeping.
❑ ^+ **V1200 MAGIC WORKBENCH** Is a selection of icons or items to enhance your Workbench screen and enivorments.
❑ ^+ **V1207 OCTASTUFF** A new collection of utilites come samples come modules for use with the famous OctoMED programs.
❑ ^+ **V1208 OCTAROCK** A selection of rock orientated modules and samples (OctaMED)
❑ ^+ **V1213 PROGRAMMING LANGUAGE** This contains the Programming languages like, Ace, AmigaE, AmigaEdo, SBProlog, BCPL4AMI, EGUI, Pascal and others **(3)**

GAME DISKS

❑ ! - **1073 TETRIS ORIGINAL** This is the closest game to the original tetris
❑ ^ + **1420 DTRIS** If you want a1 or 2 player Tetris this has to be 1 of them.
❑ ^ + **1749 SCRAMBLE** Original that old classic game from the arcades
❑ ^ + **1977 POM POM GUNNER** Shoot down world war II air planes in this Operation Wolf style type game.
❑ ! - **2018 JETMAN** Spectrum classic converted to the amiga. with all the original sounds.
❑ ^ + **2022 SEA LANCE** The first Silent Service type sub war game on PD
❑ ^ + **2054 ATIC ATAC** A rendition of the game from the original Spectrum
❑ ^ + **2164 DUNGEON ON NADROJ** This is the best D&D adventure type game.
❑ ^ + **2220 STRATEGIC GAMES** Eternal Rome, Lords of Hosts, In Moonshine.
❑ ^ + **2221 MIND GAMES 21** of the best games to challenge your mind
❑ ^ + **2272 BLACK JACK LAB** Play all the popular versions of Pontoon
❑ ^ + **2278 CARD SHARP** Professionally presented selection of solitaire games.
❑ ^ + **2280 DIPLOMACY** Classic strategy game loosely based on World War 1. 2Mb
❑ ^ + **2411 TOTAL WAR** Strategy world conquest type game. 1 or more players
❑ ^ + **2432 GOLDEN OLDIES** Galaga, Galaxian, Space invaders, Asteriods, Batty & Missle Command
❑ ^ +> **2447 COINDROP** Fruit Machine simulator with various gamble modes.
❑ ! - **2448 CRAZY SUE** Another first rate cute school girl platform game.
❑ ^ +> **2480 FRUIT MACHINE 2** As near as poss to the Arcade machines
❑ ^ + **2485 IRON CLADS** Strategic War Game which is heavy on your mind **(2)**
❑ ^ + **2491 LEGEND OF LOTHIAN v1.02** Excellent adv game in the vein of Ultima.
❑ ^ + **2498 AMOS CRICKET** Excellent arcade cricket simulator with nice graphic
❑ ^ + **2614 TETREN** Is a 1 or 2 player Tetris. The 2 player game is Head 2 Head.
❑ ^ + **2617 GOLDEN OLDIES 2**: Croak, is a 1 or 2 player Frogger. BiPlanes is 1 of the most additive games we've played here. Trail-Blazer, as the C64 Classic. Scamble.
❑ ^ + **2620 DR MARIO** You must move coloured pills down the screen. 3 in a row
❑ ^ + **2621 ETERNAL ROME** Start the Roman Empire from 32BC. Build fleets, armies & attack
❑ ^ + **2622 DONKEY KONG** Platform game in which you must rescue the girl.
❑ ^ + **2676 MORIA v5.4** Loads of new features, better graphics, larger, graphics, dungeons, screen updates, overview of dungon's map, more monsters ect.
❑ ^ + **2710 CLASH OF THE EMPIRES (2) v2.1** Strategical War game By T.A Sear
❑ ^ + **2724 NEIGHBOURS** Is the best graphical adventure game to date **(2)**
❑ ! + **2738 AIR TRAFFIC CONTROL** Try to guide upto 100 planes into the AirPort
❑ ^ + **2775 ROULETE ROYAL** Why not do some gamble with chips at the casio
❑ ! + **2802 CARD-O-RAMA** Sea heven, Crib Klondike, Black-jack, Spades, Street.
❑ ^ + **2825 ALL ROUNDER** A Cricket simulation with great graphics & play
❑ ^ + **2842 CRAZY SUE II** Sequal to the all time best selling PD platform game.
❑ ^ + **2854 SPACE INVAIDERS II** A revised old classic Space Invaiders game.
❑ ^ + **2863 FIGHTING WARRIORS** A karate combat fighting contest game
❑ ^ + **2932 NUMERIX** Enjoy puzzles / Tetris then this is a must. You have a scrabble board & you must place tetris blocks to get points.
❑ ^ + **2941 EXTREME VIOLENCE** Scrolls around much bigger than Smash TV
❑ ^ + **2987 BOMB JACKY** A conversion as the original Bomb Jack, it's as the best
❑ ^ * **2988 BALDERS GROVE** its here Boulder dash with a selection of levels that work fully on Workbench 2 or higher
❑ ^ ^ **3023 UCHESS (AGA)** Do you love chess then try this. 4Mb & WB 3.0
❑ ^ + **3037 SSW** A game for 2 based on Space Wars but with many extra features.
❑ ^ + **3038 TANK HUNTER** A 2 player Tank Attack game with various levels
❑ ^ + **3039 ASTEROIDS II v0.85** The best version of Asteroids i have ever seen, if you like Asteroids then this is for you.
❑ ^^ **3040 TETRIS (AGA)** If you like tetris, you need this disk. AGA graphics.
❑ ^ + **3075 18 HOLE GOLF (2)** The first excellent golf game Theres fully selectable speed & power functions combined with surpub graphics top a great game.
❑ ^ + **3162 SON OF BLAGGER** This is a classic C64 platform conversion Can you remember how active it is to play
❑ ^ + **3214 UNIV CONQ** A strategy game where 2 human players battle for control of the universe. Status information is continually updated to allow the player to concentrate on strategy. digitized pictures
❑ ^ + **3234 SYSTEM DEFENDER** If Defender is the game and this is the game for you, in true defender style it retains all features.
❑^ + **3235 ALIEN BASH** The game is set inside a prisan for the galaxys mentally unstable, you have been imprisoned there along with a bunch of your mates. Rescue your friends by shooting
❑ ^+ **3237 SKIDMARKS** Racing game in which you skid around a nice track to win.
❑ ^+ **3252 BONDMINE 12** A well produced game in the vain of the classic Boulder Dash games.
❑ ^ + **3253 OPERATION METEOR** Set in 3d graphics in which you must travel around in a stunning adventure.
❑ ^- **3257 SUITCASE (2)** The best adventure on the amiga to date. Excellent.
❑ ^ + **3265 WIBBLE WORLD GIGGY** Wibble World of Giggia Mainia hits town Yes you can enjoy the trills of controlling an egg shaped character for free. Solve puzzles avoid the monsters
❑ ^ + **3269 BRAINBOW** is an original board game, which will have you taxing your brains for hours. Rather like a version of the pile-up Scrabble
❑ ^ + **3280 STRIKEBALL** Is a version of baseball with a few rule changes.
❑ ^ + **3283 NECESSARY ROUGHNESS (2)** Puts you in charge of a team of your choise and lets you play a computer team, again of your choise. As headcoach you will have to call the playsthat you think will be most effective to the game. You will then be ableto see the action, followed by a breif summary of what you have just seen.
❑ ^ + **3285 THE ENTITY v1.1** You play the role or I should say control the stix and you're beinginvaided by the Entity.
❑ ^ + **3286 AIR HOCKEY** Is a bat and ball game based on air hockey from the amusement aracdes. 2 players.
❑ ^* **3287 ROAD TO HELL (2Mb)** Is an overhead view driving game like HotRod and super sprint. It requires skill and coordination for success. The aim of the aim of the game is towin the gold in the Championship by making more money that your opponent. Theres a helping extra which can be bought from the shop like enhancedtypes, Better Engines, Rockets, Smoke screens act.
❑ ^ + **3310 STARBASE 13 (2)** Is a graphical adventure, simular in style to monkey island or Operation Stealth. The controls and what they do are fairlty obvious.
❑ ^ + **3370 DIGITIAL TETRIS** Is a One or two player Tetris game with neat graphics.
❑ ^ + **3371 SUPER PRIX** This is the closest variant game of Super Sprint on the Amiga
❑ ^ + **3383 POPEYE** Is one of my old favs from the C64 computer. Very playable.
❑ ^ + **3384 BLOAD RUNNER** Remember that old classic game well here it is.
❑ ^ + **3397 SPACE INVASION** Another convertsion of Space Invaiders.
❑ ^ + **3401 JETTY QUEST** This game is a cross between QBert and Block It with makes it an excellently addictive puzzle game.
❑ ^ + **3411 KINGDOMS AT WAR** This is a 1 to 4 player Risk type game with neat and colourful graphics and presentation.
❑ ^ + **3412 THE LAST REFUGE** Is a Space invaiders variant set in the middle ages.
❑ ^ + **3413 DARKSTAFF** Is another classic game this one from the spectrum world
❑ ^ + **3414 CONQUEST & DOMINATION** An excellent strategy war game in which you can battle with troops, Tanks, Guns, Planes, Bombers, Battle ships. Replace ammo, trains, tankers, Build buildings ect.
❑ ^ + **3428 CLASSIC TERIS GAMES** For all you out there with a fetish for Tetris games heres a little selection to keep you happy.
❑ ^ + **3434 MR MEN OLYMPICS** Heres a fast action joystick waggling game for all true Olympians or just crazzed Mr Men. **(2)**
❑ ^^ **3436 (AGA) MOTOROLA INVAIDERS** its just another excellent AGA very large graphics space invaider type game. **(2)**
❑ ^ + **3465 ROBOULDIX** Is a action puzzle game with 32 colour graphics, over 500 different objects, and is a variant on the most excellent arcade classic BoulderDash.

STAR TREK SELECTION

❑ ^ + ... **AT05 KLINGON D7 CRUISER** fires torpedoes while passing by **NCC-1864**
❑ ^ + ... **AT10 ENTERPRICES** Leaves the Star station dock. **NCC 1701-A** classic original
❑ ^ + ... **AT22 APPROACHING VESSELS**
❑ ^ + ... **AT23 STAR TREK FLEET MANEUVER**
❑ ^ + ... **AT33 THE PROBE II & BRID OF PREY**
❑ ^ + ... **AT34 LEAVING SPACE OFFICE** Docking, Attack mode, Bird of Prey Scout attacking.
❑ ^ + ... **1060 STAR TREK *: TNG** Game
❑ ^ + ... **1081 UTLTIMATE STAR TREK (2)** Game by Tobias Richter. Now in English
❑ ^ + ... **2222 STAR TREK TNG** This is the latest quiz game based on the T.N.G **(2)**
❑ ! - .... **2501 STARTREK** / Jimbo Barber **(2) 2dd**
❑ ^ + ... **2503 STARTREK** Eric Gustafson **(3) 2dd**
❑ ^ + ... **2926 STAR TREK THEMES! (2)** The original sampled version of the Star Trek themes.
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❑ ^ + ... **3108 STAR TREK: DEEP SPACE 9**
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❑ ^^ 3372 .... (AGA) TEAM HOIS AGA DEMO II
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❑ ^^ 3212 .... (AGA) NIGHT BREED SLIDES (2)
❑ ^+ 3136 .... KEFRENS DESERT DREAM (2)
❑ ^+ 3198 .... GNU RAVE TECHNO DEMO (4)
❑ ^+ 3139 .... SCOOPEX 2 UNLIMITED (2)
❑ ^^ 3063 .... (AGA) HOIS MEGA DEMO
❑ ^+ 2921 .... STATE OF THE ARTS
❑ ^* 2815 .... LAWNMOWER MAN (2)
❑ ^+ 2858 .... JESUS ON E'S / LSD (2)

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While the rest of us went out carol singing in our scarves and woolly hats, and then downed pitchers of mulled wine around a blazing log fire, Stephen Bradley worked late into the night, alone in a corner of the AF office to bring you all the latest news from the demo scene...

PD Demo Zone


This chap bears an uncanny resemblance to that great entertainer Buster Bloodvessel.

SATURNE 93 — SLIDE
TELESCAN

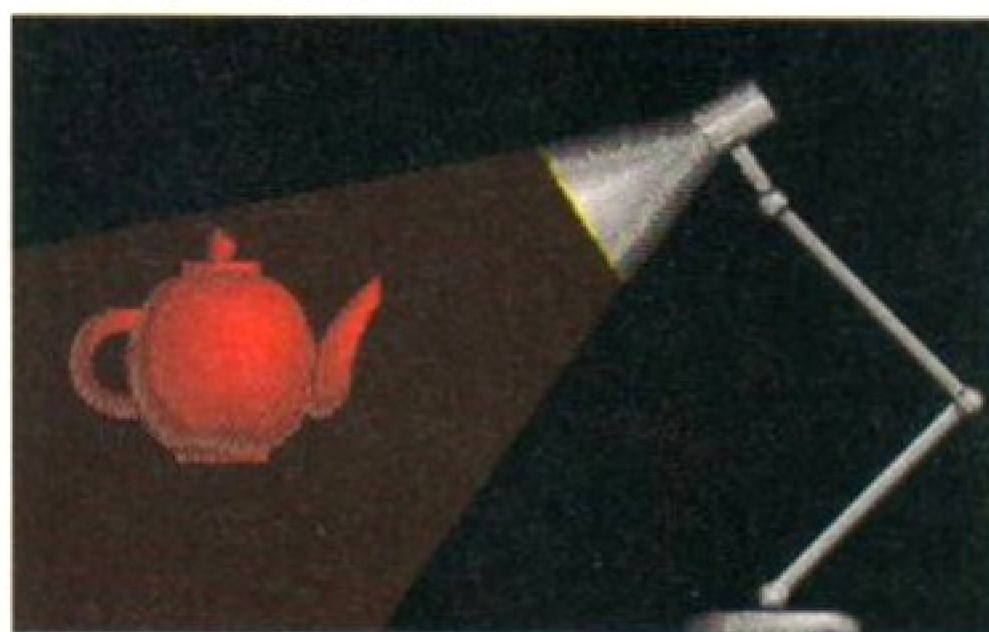
Here's a slideshow with a nice jazzy backing track, which is a bit like watching the *Vision On* gallery ("I'm sorry but we can't return any of your disks"). Many subjects and styles are crammed on to the disk ranging from the naked-woman-clutching-sword-riding-dragon style, to cuddly cartoon bunnies and a rather menacing looking clown. The quality is mostly very good (some are a little blurred) though it's best recommended to the dedicated gallery folk.

PERIL — ANIM
NBS (DISK P126)

With a leading man who looks like a cross between Dracula and Michael Barrymore, *Peril* is tale of er, peril. Peril, that is, for a blonde female who happens to be tied to a train track by the lovable neck-biting game show host. Does he strike it lucky or will the temptress be saved from the rapidly approaching express? Can leaves on the line stop the train? Created using *DPaint 3*, *Peril* isn't the most sophisticated of Amiga anims but there are some nice touches of humour.


The evil fiend explores his back catalogue of John Travolta dance moves. But will the woman be saved?

THE TEAPOT AND THE ANGLEPOISE LAMP — ANIM
NBS (DISK P125)


This isn't handbags at four paces. It's war. Permit me to use the term light infantry with a wry smile on my face.

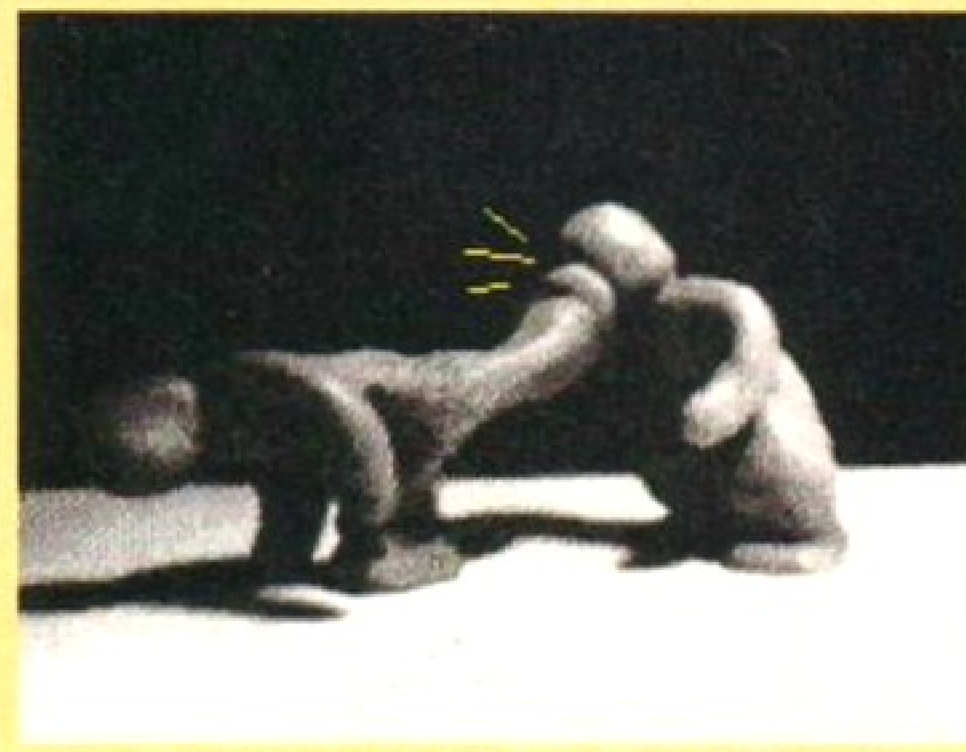
You don't see this going on outside the chippy of a Friday night. Iain McCaffrey has produced an excellent (if rather brief) animated battle, using *Deluxe Paint 4*, which pits teapot against lamp. Beautifully drawn and incredibly smooth, the fight is a series of moves by each combatant ending in the destruction of both parties. A message there for all you silly lamps and teapots who think that fighting is clever (that bloke's a nutter).

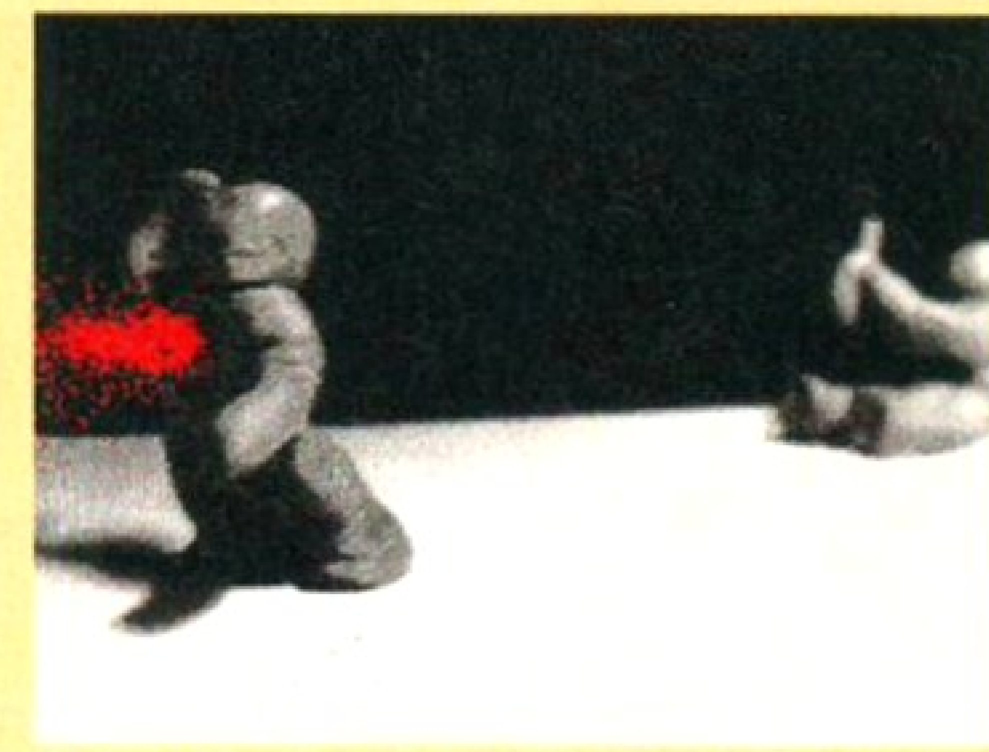
DATA-X TRILOGY — DEMO
NBS (DISK M526)

Yo! Trevor McDonald, turn up the bass. And indeed he did, for on this *Data-X* demo we are treated to a rave version of the *News at Ten* theme.

THE FIGHT — ANIM
TELESCAN

The Fight **is the first in a series of animations (we're told) by somebody called Evan.** ***The Fight*** **is an almost Monty Python/Gillian romp with a strong sense of the absurd running through it. A couple of Morph-type characters get involved in a ruck. Not so much brawling as carefully choreographed moves as in** ***WWF*****. The best scene involves one chap dropping from above, getting back-kicked in the chops, whereupon he picks up a**


Executed with aplomb, the back kick to the face can often cause your opponent a measure of discomfort.


But you can execute moves with aplomb until you're red in the chest, if your quarry carries a revolver.



Unlikely bedfellows they may well make, yet The Marcels sit comfortably aside *News at Ten* and The Jam.

The Jam's *Going Underground* and *Blue Moon* by The Marcels also get similiar treatment. I'd be misleading you somewhat if I said the demo was visually rewarding, it's just a tunnel effect with the colours changing now and again. But if you fancy 17 minutes of daft ravey wavey Davey music then check this out.

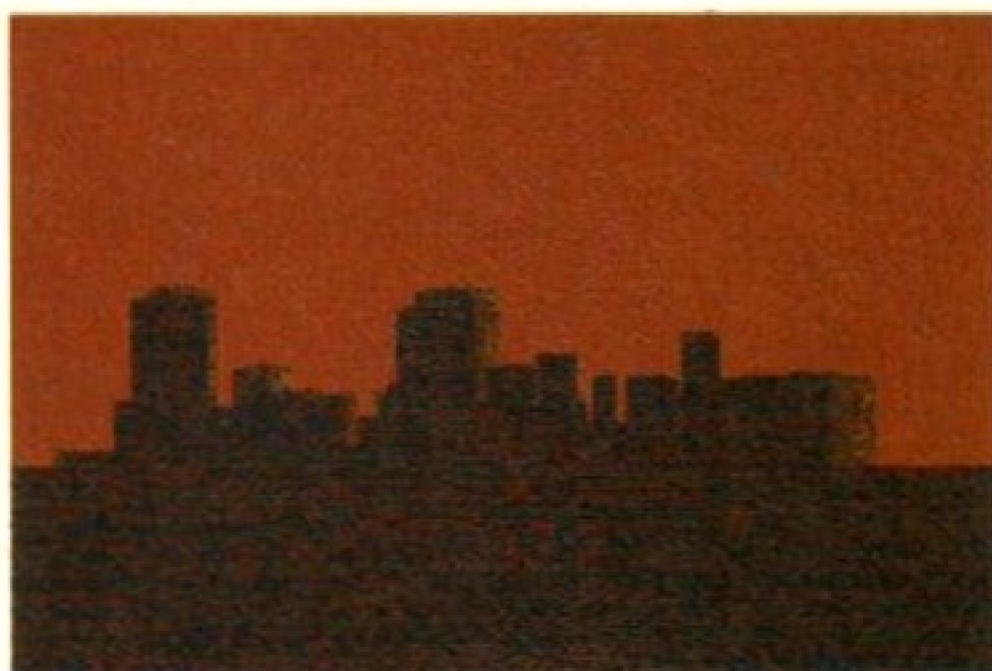
SLIDEMANIA 1
TELESCAN

SLIDE



"Never fly in the face of the flag," is one remark the Queen used to make when I was at the garden party.

A mixed bag of slides this, ranging from fantasy, to Athena poster-type pictures, to the Japanese style of Manga animation – a very popular artistic genre for slideshows at the moment. All of the images on the disk have previously appeared in the Art Gallery section of *Scanner* disk magazines. Three of them are HAM and the rest are either 16 or 32-bit. With such a wide variety, there will be something in here that appeals to most tastes. Me, I liked the painted Union Jack face best because it reminded me of *Among The Thugs* book by Bill Buford.



Swirling cityscapes set the mood for *Extension*, a moody, atmospheric and visually splendid demo.

EXTENSION
CYNOSTIC (DISK D0182)

SLIDE

Imagine if you will, the incidental music for a car chase in an extremely low budget American cop movie. The track on this demo by the interestingly-named duo Coconut and Flame, sounds as if it would fit such a scenario perfectly. And I like it. Visually, *Extension* by Pygmy Projects is one of the more innovative demos of the many that wait patiently in the queue on my busy desk each month. The dotscapes and tunnels and swirling city scapes (as well as the obligatory Glenz vectors) are mostly extremely effective and at times *Extension* is quite atmospheric.

FIT CHIX 2 AND 3 AGA
TELESCAN



Paula Abdul will no doubt be thrilled at her inclusion on this collection. Better than a number one hit eh?

Beavis and Butthead regularly make the observation that "naked girls are cool. Huh, huh huh, huh huh". And who am I to argue with them? If you agree that naked girls are cool, and would like to look at reasonably good quality pictures of naked, young-feller-me-lasses, then *Fit Chix 2 and 3* should be right up your street. Not that they're completely naked you understand, just sort of semi-naked.

gun, shoots his opponent dead and promptly gets squashed by a large human fist. I think there's probably a moral in there somewhere. *The Fight* is a totally excellent (but sadly all too brief) looped animation and is well worth a gander – whatever that means.



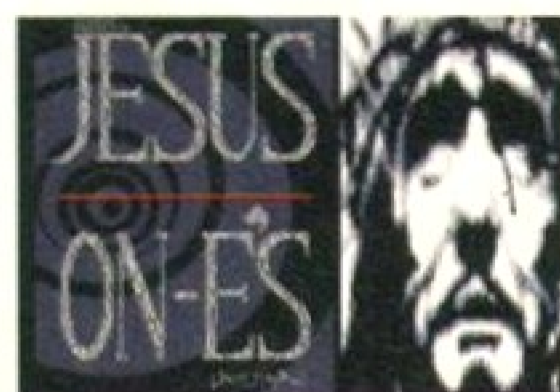
Ah, the hand of fate deals a cruel blow. He thought that the victory was in the palm of his hand.

TIPPITY TOP 10 FOR 1993
Not the bestsellers, but what we thought were the best.

1. STATE OF THE ART (CYNOSTIC, DISK D0031)
The graphically stunning *State of the Art* saw the rave demo come of age. The smart vector polygons and smooth morphing outshone the music.

2. REVELATIONS (CYNOSTIC PD, DISK P0028)
This incredible slideshow was created using either 16 or 64 colours, yet the results are stunning with remarkable attention to detail.

3. JESUS ON E'S (NBS DISKS 13/D9&10)



Jesus On E's set the standard for rave demos in 1993.

LSD's lengthy megademo consisting of flashy swirly graphics synchronised to an excellent rave track was well received in the *Amiga Format* office back in February.

4. QUALITY TIME (TELESCAN, DISKS 1-4)
Flip the Frog's attempts to get it on with Amy Squirrel are frustrated in Eric Schwartz's six minute, 5Mb monster. Cute and funny.

5. DESERT DREAMS (EXPRESS PD, DISKS A1276 1&2)
A cross between a megademo and a trackmo, *Desert Dreams* is beautifully illustrated and backed by some great tunes, expertly synched.

6. THE AD (CRAIG COLLINS)
This futuristic anim telling the tale of a spaceman caught up in intergalactic Kola Wars has a superb chase sequence, although the demo suffers from being a tad dark.

7. ROAD HOG (17-BIT, DISKS 2302 A&B)
Colourful graphics and a tale of a destructive driver (with a dramatic late twist) combine to make *Road Hog* one of the year's best anims.

8. THE HAUNTED (VIRUS-FREE PD)



Maxel Mite is in for a fright in Roddy McMillan's *The Haunted*.

Roddy McMillan's six minute anim about Maxel Mite's experience at a haunted manor is visually resplendent and features some quite wonderful sound effects.

9. BAIT MASKING (TELESCAN)
A stonking anim from Eric Schwartz put together using *Moviesetter*, *Bait Masking* is both thoughtful and humorous.

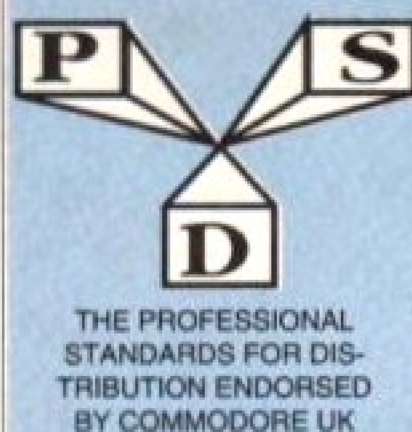
10. COMIC ART VOLUME 2 (CYNOSTIC PD)
Excellent hand-drawn images (including The Incredible Hulk) and great colour and black-line shading by artist Cyber, along with the accompanying soundtrack make this a great demo.

WHERE TO GET THE DISKS IN THIS ISSUE

CYNOSTIC, 85 Wyken Croft, Coventry, West Midlands CV2 3AD (0203) 613817

NBS, 1 Chain Lane, Newport, Isle of Wight PO33 2QQ (0983) 529594

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D26 ......Total Remix 2 Demo
D27 ......TV Theme
D30 ......Epic Demo
D34 ......PD Collection
D36 ......Virtual Worlds
D37 ......Vectra Sinking Demo
D38 ......TFF Demo Voyage
D40 ......Safy Demo
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D64 ......Cult Vector Dance 2
D68 ......Phenomena Demo
D70 ......Amos 3D Demo
D74 ......A Trip to Mars
D76 ......A2000 Genlock Demo
D81/82 ...Budbrain 1 (2)
D83 ......Budbrain 2
D85 ......Crionics Neverwhere
D87 ......Piranha Demo
D101 ......Alcatraz M/Demo 3
D102 ......A Chaplin Demo
D103 ......Total Destruction
D105 ......Mr B. Demo Comp 4
D106 ......Walter S.T. Demos
D111 ......Defcon 1
D117 ......Aurora M/Demo
D118 ......Cult M/Demo 2
D125 ......Precise Demo
D133 ......Fascination
D136 ......Goldfire Megademo
D137/138 So What (2)
D139 ......Devils "No Reality"
D144 ......The Silents "Ice"
D145 ......Crystal Symphonies
D148 ......Ray of Hope 2
D149 ......No Brain No Pain
D158/159 Cyborg Demo (2)
D195 ......Coaxial Comp
D197 ......MC Disk 1 Coma
D199 ......End of Century 1999
D206 ......Dreamers 3
D208 ......Avengers M/Demo
D216/217 Bass o Matic (2)
D218 ......Disorder Demo
D219 ......Tuff Enuff
D225 ......Cool Fridge Demo
D226 ......Hardcrack M/Demo
D233 ......Hypnautic Hammer
D235 ......Six of One Demo
D238 ......Planet side
D239 ......Lemmings Revenge
D249 ......Total Respray
D243 ......Budbrain 3
D244 ......Phenomena Inerspace
D245 ......Total Retrial
D247 ......Pulling the Trigger
D253 ......CES Demos
D256 ......Total Recount
D257 ......Total Rebate
D262 ......Spasmolytic
D264 ......D-Mob M/Demo
D267 ......Sun Connection 2
D270 ......Kefrens The Wall
D271 ......Timex Hydra
D272 ......Electric Demos 1
D274 ......Defpackers Demo
D276 ......Cave La Weird
D279 ......Iraqui Demo
D280/281 Delerious (2)
D307 ......L.S.D. Demo
D312 ......Devils Colours
D314 ......Trakno
D315 ......The Groove Ramjam
D325/326 Real Empathy (2)
D328/329 Red Dwarf (2)
D330 ......Darkness M/Demo
D332 ......Melted Experience
D333-337 Odyssey (5)
D340 ......Watchman Demo
D341 ......Anarchy Smoker Co
D342 ......Ed 209 The Revenge
D343/344 Hardwired (2)
D346 ......Wildfire M/Demo
D347 ......Mindwarp M/Demo
D348/349 Skizzo Demo (2)
D350-352 Treacle Team (3)
D358 ......Mr Men Stories
D359 ......Seeing is Believing
D360 ......State of the Art
D361 ......Mayday Resistance
D362/363 Jesus On E's (2)
D364 ......Fish Tank
D365 ......Optimum Pressure
D366 ......Mind Riot
D367 ......In The Can Demo
D368 ......Dynamic Illusions
D369 ......Piece of Mind
D370 ......3D Demo 2
D371 ......Lethal Exit
D376 ......World of Commodore
D377 ......Claustrophobia
D380 ......Hoover Demo
D381 ......The Trip
D3832/3 ..Project Techno (2)
D384 ......Interspace
D386 ......Mindwarp (AGA)
D387 ......Panta Rhei (AGA)
D388 ......Hysteria
D393-5 ....Grapevine 15 (3)
D396-8 ....Grapevine 16 (3)
D399-401 Grapevine 17 (3)

UTILITIES

U1 ....Games Music Creator
U21 ....The Comms Disk
U32 ....Modem Utils
U34 ....Red Devils Utils 1
U35 ....Soundtracker Special
U38 ....Paint, Music, Media
U39 ....Card Designer
U41 ....Red Devils Utils 4
U43 ....Future Composer
U44 ....Kefrons Makeboot
U45 ....P.E Giant Utils 168
U47 ....Label Designer
U49 ....Ultimate Icon Disk
U50 ....Power Comp Utils
U51 ....Jazz Bench
U55 ....Visicalc
U57 ....Quickbench
U59 ....Font Designer
U60 ....D-Paint Fonts 1
U61 ....D-Paint Fonts 2
U62 ....Med 3.20
U63 ....Direct Anim Creator
U64 ....Crossword Designer
U66 ....CLI Help + Others
U67 ....S/Tracker Mega
U68 ....Ultimate Boots 1
U69 ....Ultimate Boots 2
U73 ....Powerlogo
U74 ....M-Cad
U75 ....Journal Home Accs
U76 ....Home Utilities
U77 ....Electrocad
U78 ....Ami Base
U81 ....Boothench V2.0
U82 ....Slideshow Maker
U83 ....Catalog Workshop 1
U84 ....Catalog Workshop 2
U87 ....Hard Disk Utils
U89-94..Amateur Radio (6)
U95 ....C-Light + Others
U96 ....GFX Utils 1
U100 ....Ham Lab
U101 ....Sid V2.0
U108 ....A-Gene
U113 ....Midi Utilities
U118/119..Video Utils (2)
U132 ....GFX Utils 2
U133/134..North C (2)
U136 ....CrossDoss (demo)
U138 ....Squid Squad Utils
U139 ....Terminalities V1.0
U140 ....Squash 1 (2.04 only)
U141 ....Squash 2 (2.04 only)
U142 ....Text Plus 3
U144 ....Dennis Samples 1
U145 ....Digital Intro Design
U146 ....Viz Clip Art
U147 ....Spectrum Emulator
U151 ....Slipstream V/Killers
U152 ....Red Devils Utils 6
U154 ....Amigafox W/P
U155 ....P.D Utils Docs Disk
U163 ....Quickbench + (2.04)
U164 ....Rim Database
U166 ....Dennis's Hack Disk
U167 ....Demolisher Utils
U168 ....Home Business 3
U172 ....Squeich (1.3 only)
U176 ....GFX Utils 3
U177 ....Star Charts
U179-180..Dice (2)
U181 ....Celtic Demo Maker
U186/206..Track Ins 10-30
U207 ....Icon Collection 1
U208 ....Dave Jones Fonts 1
U211 ....Chemesthetics
U212 ....Animated Pointers
U213 ....Desk Top Publisher
U215 ....Messy Sid 2
U216 ....Master V/Killer 2.2
U218 ....Data Base Wizard
U223 ....Ten Pin Data Base
U224 ....Q-Base Data Base
U226 ....Games Solutions 1
U231 ....D-Paint Fonts 3
U235 ....Ami Cash VI
U238 ....Iconmania
U240 ....Icon Editor
U252 ....Opticomms 2.0
U254 ....New Superkillers 2
U255 ....Protracker v2.0
U256 ....Atari ST Emulator
U258 ....D-Copy 3
U262 ....PC Emulator
U273 ....Vidi Fonts 1
U274 ....Illinoi Labels
U275 ....600 Business Letters
U279 ....Invoice Printer
U283 ....Headline Fonts
U289 ....Amos Updater
U290 ....Kickstart 2.0
U293 ....Black Tiger Utils 2
U294 ....Text Engine V4.0
U296 ....Ultimate Disk Crea
U297 ....10 PD Copiers
U298 ....Protracker V3.0
U299 ....Address Print V3.1
U303 ....Game Tamer
U308 ....Music Base VI
U309 ....PP Minicrunch
U311 ....Vmorph V2.30
U313 ....Pro Astrology
U314 ....Pools Wizard Jr
U319 ....Lister V2.1
U320 ....Garden Designer
U327 ....Bezier Surf
U329 ....Music Engine V3.4
U330 ....Starview
U331 ....X-Beat Pro
U332 ....Superview V2.4

GAMES

G1 ......Return to Earth
G2 ......Games Comp 5
G3 ......Dizzy Lizzy
G4 ......Scum Haters
G5 ......Parachute Joust
G6 ......Frantic Freddie
G8 ......Twintris
G9 ......Pseudo Cop
G10 ......Drip
G11 ......Bug Bath
G12 ......Asteroids
G13 ......Llamatron
G14 ......Escape from Jovi
G15 ......Moria Adventure
G16 ......Ground Attack
G17 ......Megaball
G18 ......Insider Club
G19 ......Various Adventures
G20 ......Battleforce
G22 ......Dragon Cave
G24 ......Rings of Zon
G25 ......Mayhem
G26 ......Mechflight
G27 ......The Tennis Game
G28 ......Flashbier
G29 ......Buck Rogers
G30 ......Greyslayer
G31 ......7-Tiles
G32 ......Mega Comp 1
G33-34 ....Star Trek 1 (2)
G35-37 ....Star Trek 2 (3)
G38-39 ....Mechforce (2)
G40 ......Klondyke
G42 ......Car
G43 ......Games Comp 2
G44 ......S.E.U.C.K. Games
G45 ......Sacc Games Comp
G46 ......Games Comp 3
G48 ......Rays Game Disk
G49 ......Games Comp 4
G50 ......Games Comp 6
G51-52 ....Tracking (2)
G53 ......Jetpack
G55 ......Quick and Silva
G56 ......Miniblast
G57 ......Lamer Game
G58 ......Games Comp 7
G59 ......Games Comp 8
G60 ......Pom Pom Gunner
G61 ......Cave Runner
G62 ......Crystal Caverns
G63 ......Intact
G64 ......Eternal Rome
G65 ......Lemmingoid
G66 ......Down Hill Challenge
G67 ......Lame St Ports
G68 ......Paranoid
G69 ......Puggles
G70 ......Chainsaw Death
G71 ......Pirate Pete's Treasure
G72 ......Serene 2
G73 ......Castles
G74 ......Dynamite Dick
G75 ......Card Games
G76 ......Wizzy's Quest
G77 ......Growth
G78 ......Skate
G79 ......Atic Atac
G80 ......Napoleonic Sim
G81 ......Project 1
G82 ......Lazer Zone
G83 ......Lemmings Pack
G84 ......Star Trek S.E.U.P
G85 ......Zeus
G87 ......Matched Pairs
G89 ......Snake Pit
G90 ......Zeus
G92 ......Blizzard
G93 ......The Maze Game
G94 ......Subculture
G95 ......Hollywood Trivia
G97 ......Shootout
G99 ......Holy Grail Adventure
G100 ......Amos Coindrop
G101 ......Classic Comp 1
G102 ......Card Games 2
G103 ......Super Skoda Chall
G104 ......Grand Prix Sim
G106 ......Computer Conflict 2
G107 ......Mission x Raid 2
G108 ......NU Game
G110 ......Tricky + The Turn
G111 ......Marble Slide
G112 ......Games Comp 10
G113 ......Black Jack Lab
G114 ......Dungeon of Madroj
G115 ......Amiga Columns
G116 ......Robocop in Iraq
G117 ......Mutant Camels
G120-122...Warlock (3)
G124 ......Bart Simpson
G126 ......Air Ace 2
G127 ......Breakout Con Kit
G128 ......Pipeline
G129 ......Dung of Doridian
G215 ......Amos Games 1
G212-214...Timelords 6-8
G216 ......Super Sid
G217 ......Light Bikes
G218 ......Relayer
G219 ......Air Hockey
G220 ......Amos Child Quiz
G221 ......Texas Chainsaw
G222 ......Roulette
G223 ......Premier Pics
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G162 ......Tomcat
G163 ......Sea Lance
G164 ......Dizzy Diamonds
G165 ......No Mans Land
G166 ......Word Square Solver
G167 ......Cross Fire
G168 ......Wastelands
G170 ......Space Blitz
G171 ......Crazy Sue
G172 ......Make a Break
G173 ......Squamble
G174 ......F-1 Challenge
G175 ......Othello
G178 ......Evil Dead Game
G179 ......Trainset
G180-181..P Comps 1+2
G182 ......Diplomacy
G183 ......Tractor Beam
G185 ......Game Boy Tetris 2
G186 ......Water Works
G187 ......Act of War
G188 ......Mutant Games
G189-193..Timelords 1-5
G194 ......Nirvana
G195-196..Neighbours (2)
G197 ......Amoeba Invaders
G198 ......Game Boy Tetris 1

SLIDES

S1 ....Ham Pics Show 1
S4 ....Madonna Slides
S5 ....Moviestar Slides
S6 ....Party Disaster
S8 ....Immaculate Collection
S9 ....Simpsons Slides
S10-11..Channel 42 (2)
S12 ....Bruce Lee Slides
S14 ....Addams Family
S15 ....Viz Mag Slides
S17 ....Docklands Jarre
S18 ....Dr Who Demo
S20 ....Nasa Slides
S22-24..WWF Slides (3)
S27 ....Demons Slides
S28 ....Total Recall
S29 ....Joe's slides
S30 ....Ham Pics Show 2
S32 ....Neighbours Slides
S33 ....Roger Dean Slides
S34 ....Iron Maiden Slides
S35-36..Tobias Richter (2)
S38 ....Basket Case 2
S39 ....Ecos Slides
S40 ....Fraxion Devine 2
S41 ....Fraxion Devine 1
S42 ....Golems Gate Slides
S43 ....Chainsaw Slippers
S44 ....Cry for Dawn
S45 ....Forgotten Realms (2)
S47 ....Kick Off 3 Slides
S48 ....PD slideshow
S49-52..Terminator (4)
S53 ....Robocop 2 Slides
S54 ....Trackmaster Slides
S55 ....Forgotten Realms 2
S56 ....Garfield Slides
S57 ....Pawnbroker Slides
S58 ....Hellraiser Slides
S59 ....Night Breed Slides
S60 ....Raytracing
S61 ....Horror Slides
S70 ....Muscle Mania
S71 ....Creature Comforts
S72 ....The Wonder Years
S73 ....Watership Down
S75 ....Ferrari 348 Pics
S76 ....Belinda Carlisle
S77 ....Cher Slides
S79 ....Freddy's Dead
S80 ....Wendy James Slides
S81 ....The Invisible World
S82-83..Terminator 2 (2)
S84 ....Fantasy Pics
S85 ....Gulf War Slides
S86 ....Magical Pics
S88 ....Gulf War Tribute
S89-90.. S/Thing Fishy (2)
S91 ....Eldorado Slides

ANIMS

A1 ....Probe Sequence
A2 ....Ghost Pool
A3 ....Jogger+Magician 1
A4 ....Gymnast Demo
A5 ....Fractal Flight
A6 ....Basketball Demo
A8 ....Walker Demo
A9 ....Magician 2
A10 ....Pugs in Space
A11 ....Luxor Teenager
A13 ....Juggler Demo
A16 ....Cool Cougar
A17 ....Mono Cycle Anim
A18 ....Robocop Anim
A20 ....Mayhem On Wheels
A21 ....Jugette 2
A22 ....Shuttlecock Anim
A23 ....T-Pot Anim
A27 ....Fleet Manouvre
A28 ....Billiard Anim
A29 ....E/Prise Leaves Dock
A30 ....Starwars 2 Anim
A31 ....Star Trek Anim
A32 ....Fraxion Revenge
A34 ....Madonna Anim
A35 ....Stealthy Anims 2
A36 ....Raiders of the L/Ark
A37 ....Bugs Bunny Show
A38 ....Iraq Vs UK Anim
A39 ....Mike Tyson Anim
A42 ....Walker 2
A43 ....Walker 3
A45-46 ....Light Cycle (2)
A47 ....Exploding Head
A48 ....Police Car Chase
A49 ....Top Gun Demo
A50 ....Animators Demo
A51 ....5 Ways to Kill a Mole
A52 ....Another 5 Ways
A53 ....Batman the Movie
A54 ....3D Spaceship
A55 ....Mr Potato Head
A59 ....Low Level Flight
A63 ....Amy Vs Walker
A64 ....Real Pinball Anim
A66 ....Porky Pig Anim
A67 ....Adventures of Chuck
A70-71 ....Max Overdrive (2)
A73 ....Spaceshuttle Anim
A74 ....Ghostbusters + Horse
A76 ....Alarm Anim
A77 ....Flight Anim
A78 ....Piano Anim
A79 ....Dart Anim
A80 ....Bad Bird Anim
A81 ....Holiday Anim
A82 ....Fillet The Fish
A85 ....Miners Anim
A86 ....Pocket Watch Anim
A90-93 ....The Movies 2 (4)
A95 ....My Tin Toy
A96 ....T-Pot 2 Anim
A99 ....Terminator 3
A100 ....Dolphin Dreams
A101-102..Thunderbirds (2)
A103 ....History of Amy
A104 ....Pogo Anim (2 Meg)

EDUCATION

E1 ....Education Pack 1
E2 ....Education Pack 2
E3 ....Education Pack 3
E4 ....Education Pack 4
E5 ....Education Pack 5
E6 ....Education Pack 6
E7 ....Educational Words 1
E8 ....Educational Games
E9 ....Math Drill
E10 ....Amiga Function Com
E11 ....Devware Ed Comp
E12 ....Simon Says+S Maths
E13 ....Kids Paint
E14 ....Storyland 2
E15 ....Colour It
E16 ....Colour The Alphabet
E17 ....D.T.P. for Children
E18 ....Algebra
E19 ....Amosagram
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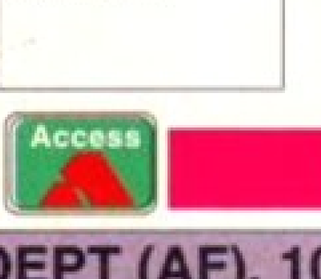
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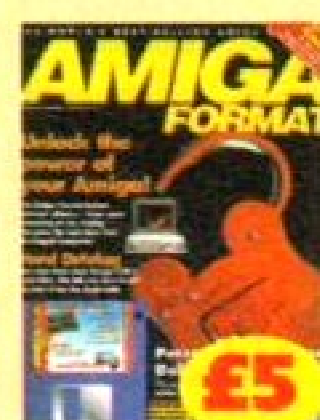
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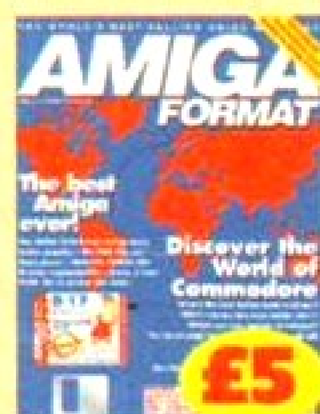
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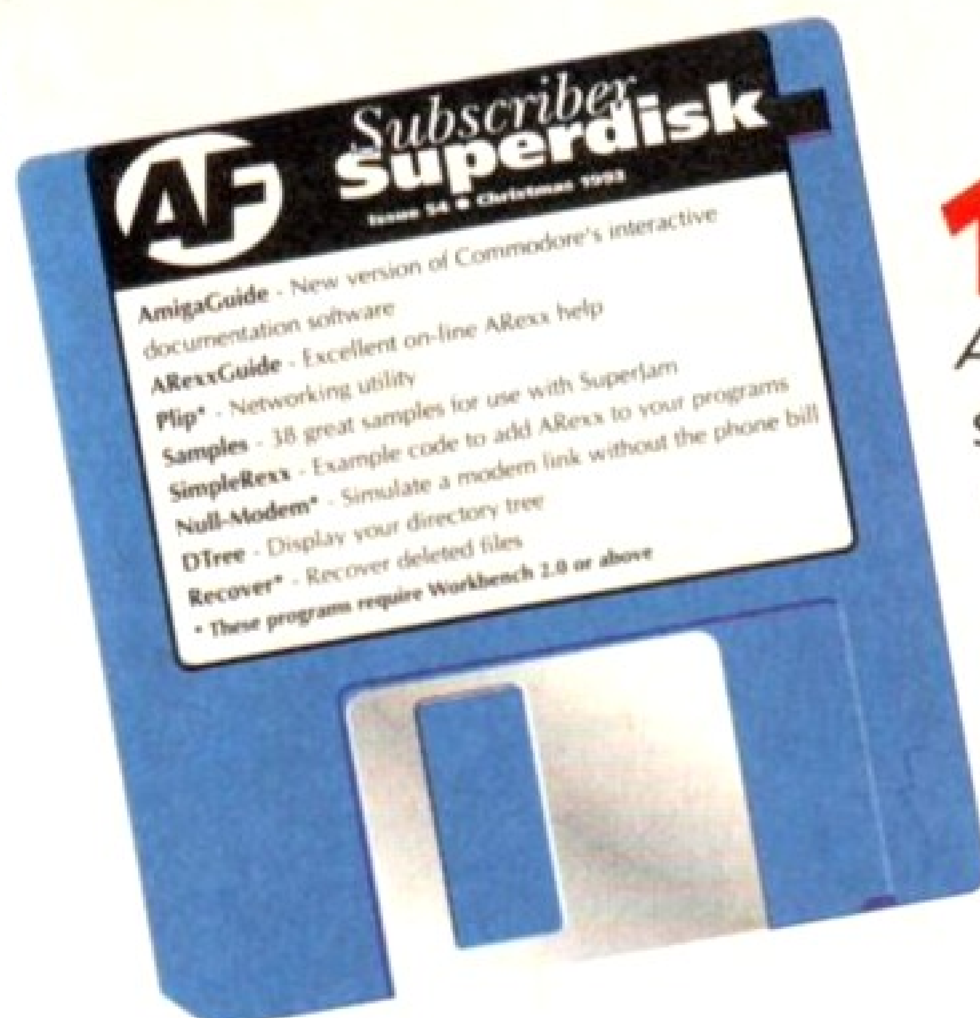
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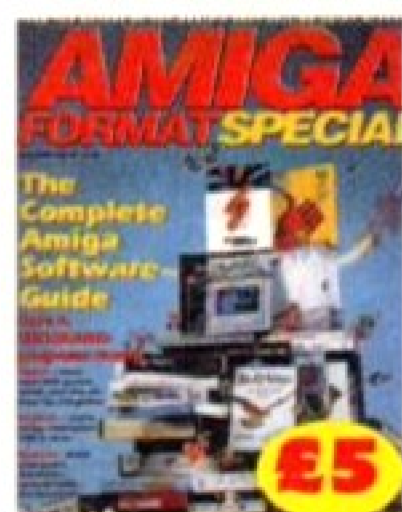
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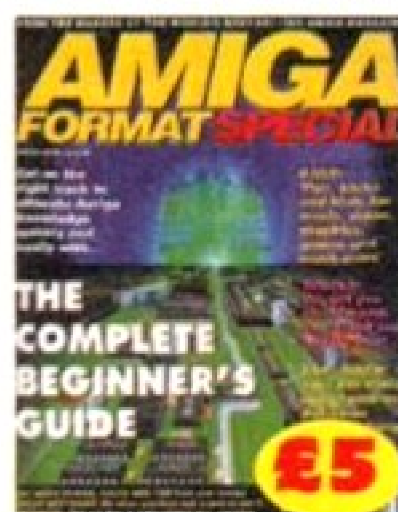
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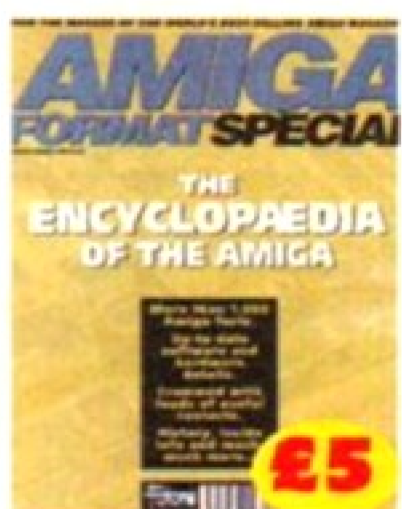
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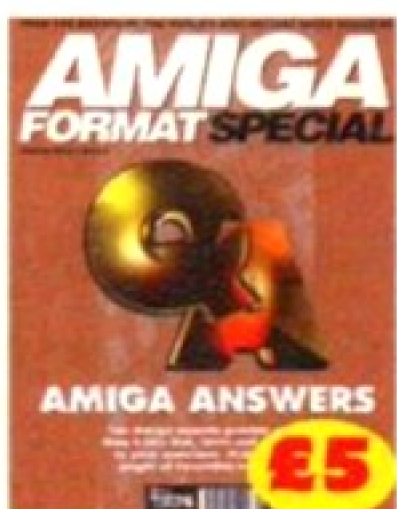
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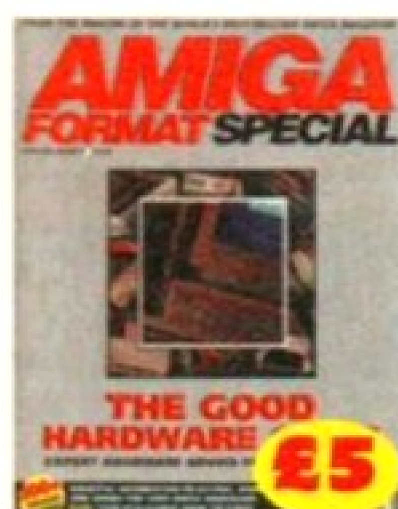
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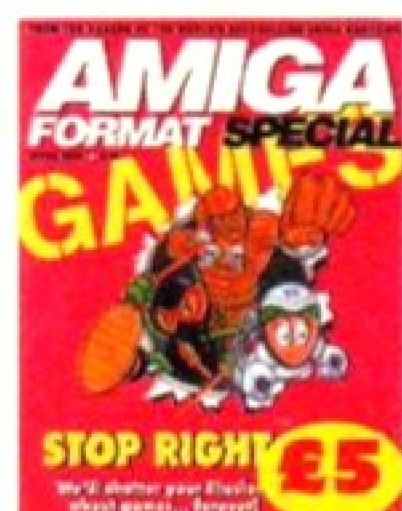
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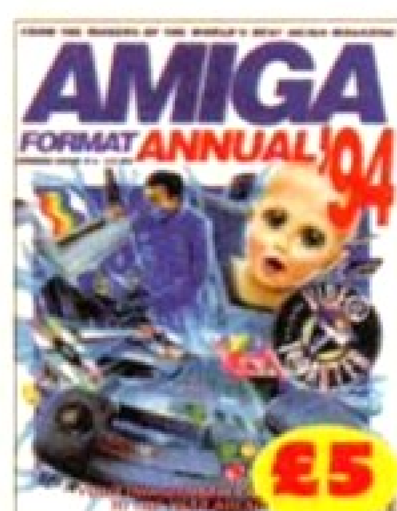
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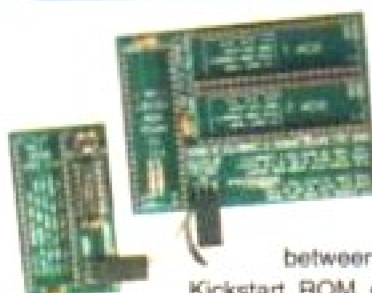
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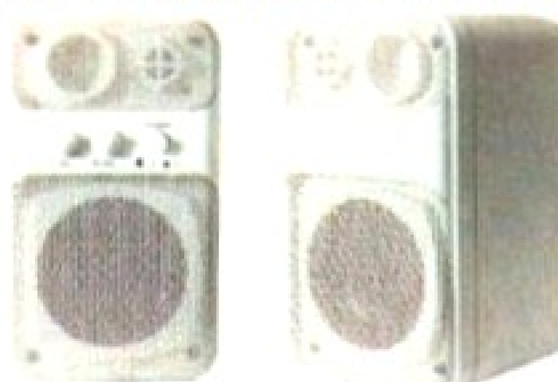
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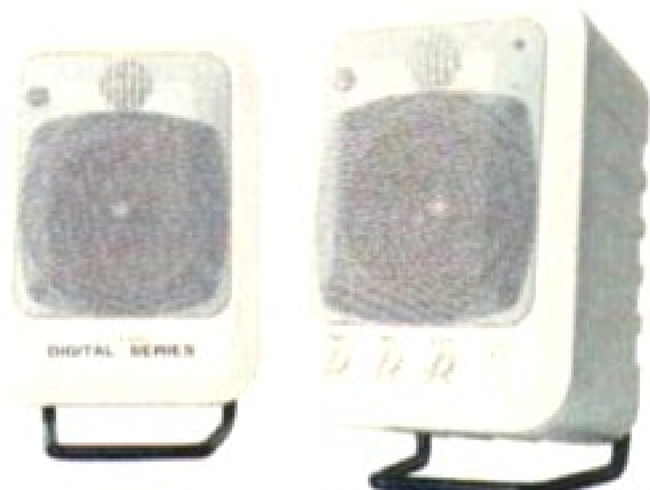
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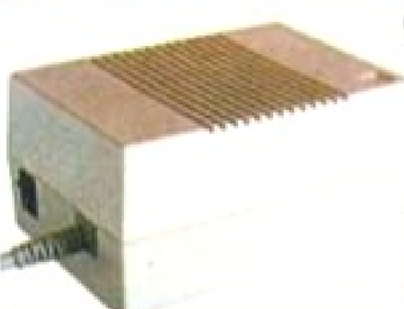
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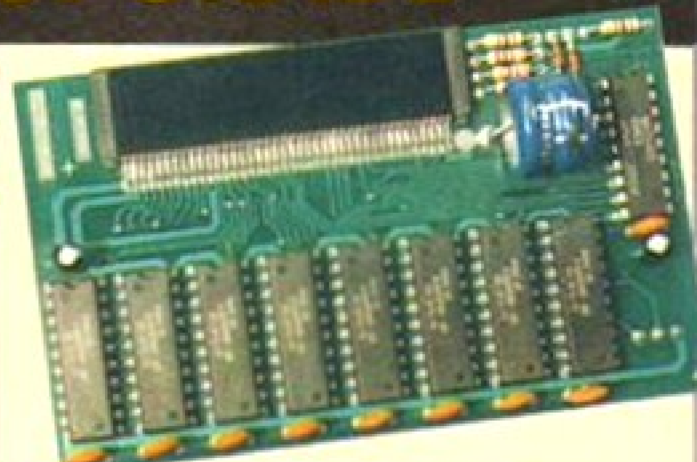
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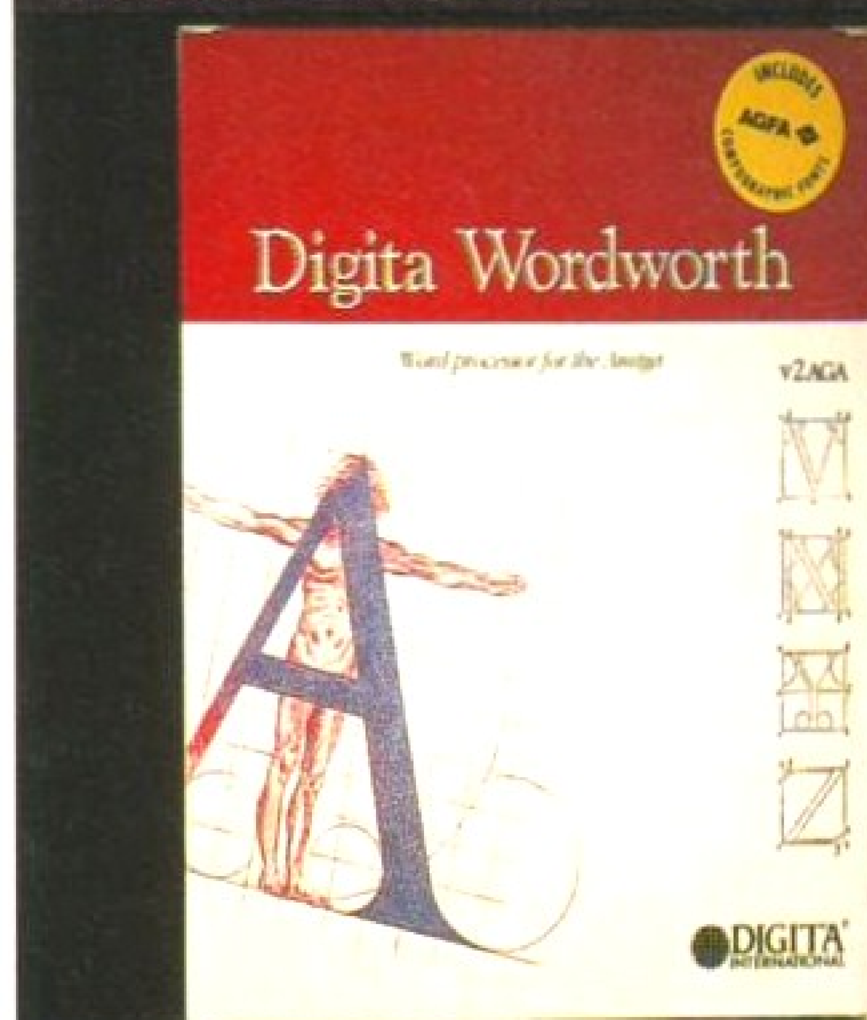
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Wordworth v2



If you haven't already got this seriously excellent software, then you'd be mad to miss out on this amazing offer. ***Wordworth2*** from Digita International is without doubt one of the best document processors on the Amiga. Powerful and packed with slick and useful features, such as the Intellifont system which enables you to use fonts from 4 to 800 points, mail merging, a comprehensive dictionary and thesarus, and an indexing system, ***Wordworth2*** offers every thing you could possibly require of a WP program. Reviewed in AF41, version 2 scored a golden 91 per cent.

Description	RRP	Price	Order Code
Wordworth 2	**~~£129.99~~**	**£49.99**	**AMF266**

Adorage



On issue 48's Coverdisk we featured a working demo of MicroPace's excellent video effects titler, ***Adorage***. Now we're offering ***AF*** readers a special deal for the full version, including full technical support and a manual to help you make the most of all the titling effects.

Description	RRP	Price	Order Code
Adorage	**~~£79.99~~**	**£59.99**	**AMF300**

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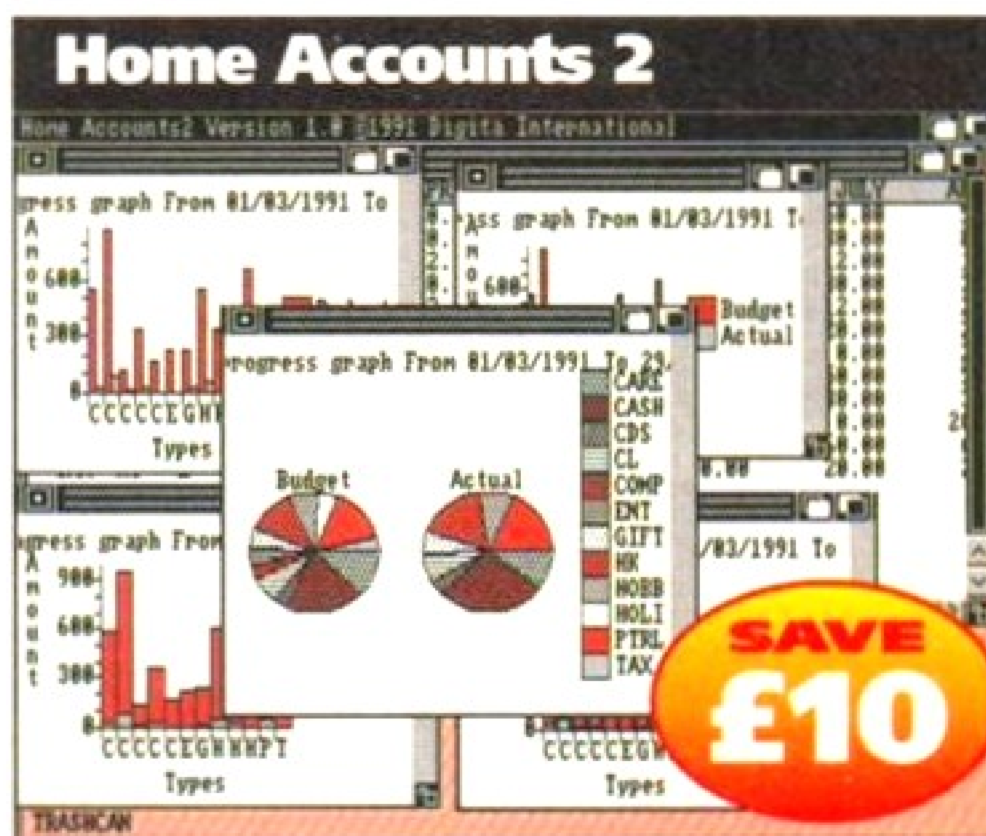
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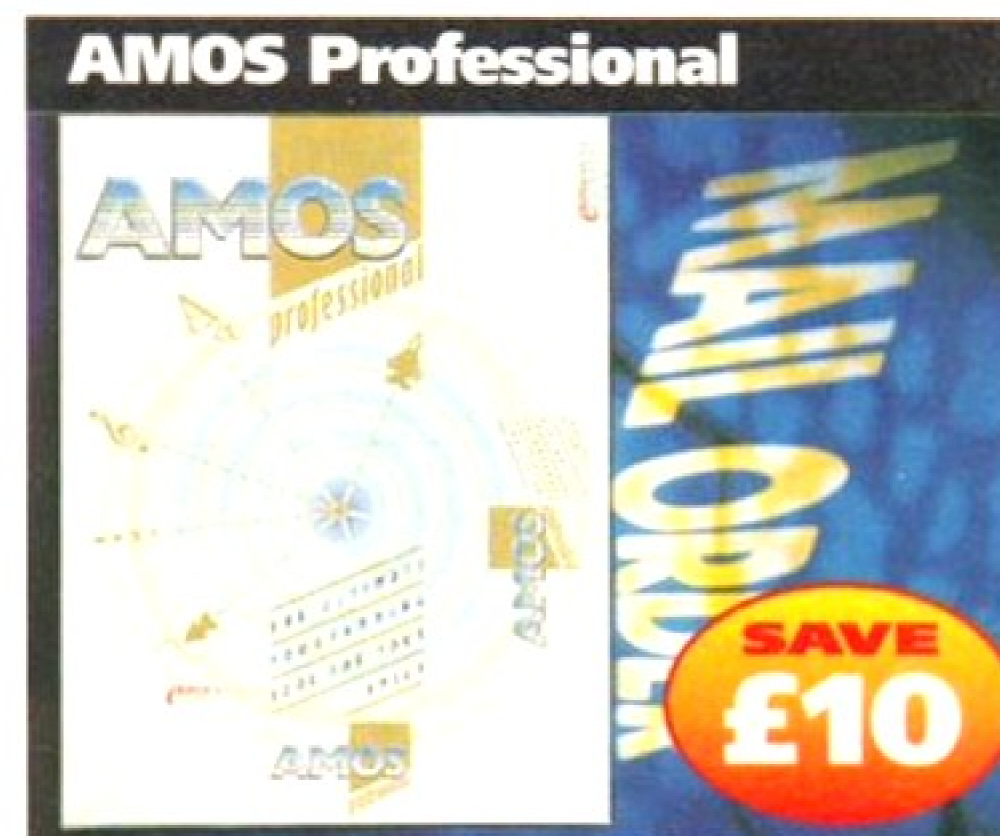
Home Accounts 2



Described by ***Amiga Format*** as 'a package which will suit any household', this is the ideal way to keep track of your financial affairs, from what's in your bank account to how much is left after the bills!

Description	RRP	Price	Order Code
Home Accounts 2	**~~£54.99~~**	**£44.99**	**AF229**

AMOS Professional



This is one of the highest-rated programs ever reviewed in ***Amiga Format***. Top of the AMOS range, it updates the famous AMOS extended basic programming language with new commands and facilities that make it a real winner! (Needs 1Mb minimum.)

Description	RRP	Price	Order Code
AMOS Pro	**~~£69.99~~**	**£59.99**	**AFAMPRO**

History Line



The course of the Great War is explored in this excellent war/strategy game from Blue Byte. Based on their earlier successful game ***Battle Isle***, ***History Line*** scored an incredible 94 per cent in ***AF***43.

Description	RRP	Price	Order Code
History Line	**~~£34.99~~**	**£29.99**	**AF251**

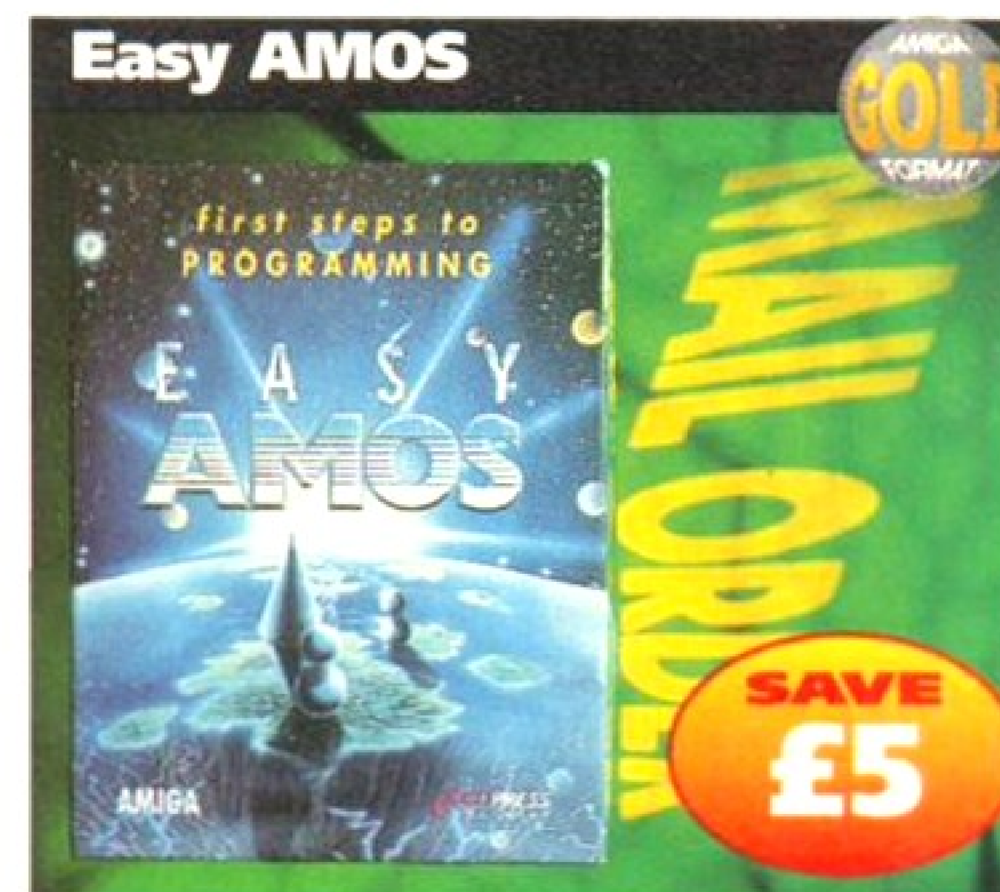
VideoMaster



MicroDeal's new combined audio and video digitiser enables you to capture both sounds and pictures for manipulation on your A500 or A500 Plus, enabling you to make your own multimedia movies.

Description	RRP	Price	Order Code
VideoMaster	**~~£69.95~~**	**£64.95**	**AMF245**

Easy AMOS



Designed for the beginner who wants to learn programming but doesn't know where to start, Easy AMOS is more than a programming language. Based on the successful AMOS, it has many helpful examples and detailed explanations to help you learn.

Description	RRP	Price	Order Code
Easy AMOS	**~~£34.99~~**	**£29.99**	**AF250**

The Amiga Format Star Buys

AF Amiga Accessories

To keep all your copies of ***AF*** neat and tidy our stylish black and silver binders are ideal. And if your bedroom, or lounge is anything like the ***AF*** offices, you'll be needing a dust cover for your Amiga. And knowing that co-ordination is the key we've even created matching resilient and water resistant mouse mats and disk wallets!

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One binder	**£4.95**	**AF108**
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A500 cover, monitor cover, mouse-mat, disk wallet	**£29.95**	**AFCOVERS5**
A600 (as above)	**£29.95**	**AFCOVERS6**

StereoMaster and free Quartet software

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This update of *MasterSound* is an ideal entry-level sound sampler. It features an improved, easy-to-use graphic interface, and as an extra special offer we are throwing in for free, the excellent *Quartet* sample MIDI sequencer.

This powerful, but easy to use, four-track sequencer will enable you to build your sampled sounds into full music tracks. At this price, no budding Amiga musician can afford to miss it.

Description	RRP	Price	Order Code
StereoMaster and Quartet	~~**£39.95**~~	**£29.99**	**AF234**

Technosound Turbo

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This sampler from New Dimensions enables you to grab digitised sounds, then sequence them into compositions. It also contains a new cartridge, a manual and a set of audio leads.

Description	RRP	Price	Order Code
Technosound Turbo	~~**£35.95**~~	**£29.95**	**AF246**

Lost Treasures of Infocom

SAVE £5

The Lost Treasures of Infocom (reviewed, ***AF***40, 90%), is a collection of 20 of the best text adventures ever. And it could be yours for the bargain price of £30.99.

Description	RRP	Price	Order Code
Lost Treasures	~~**£35.99**~~	**£30.99**	**AMF260**

Graphics Workshop Manual

Graphics Workshop is a drawing package so special that, along with all the normal tools you would expect from a top paint program, you get some powerful extra utilities.

You're not limited to using one custom brush, you can pick up and store up to 10. It also features ANIM and Animbrush forms of animation, and a cell system which is probably the most powerful animation system on the Amiga. Why not get the most out of this top program by buying this illustrated instruction book and tutorial guide (with a special tutorial disk).

Description	Price	Order Code
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GVP's A530 can make your A500 faster than an A1200, but it won't give you AGA graphic support.

A SAD CASE

From: John and Paul Walker, Essex

As our A500 is becoming outdated we are planning to update it. We are probably going to buy a GVP A530 Turbo hard drive at the Future Entertainment Show and I was wondering if this would run 32-bit CD software as it says that it has 32-bit RAM.

Also, is it necessary to have 1Mb of chip RAM fitted to use the CD drive? We were thinking of having the Pro Agnus from WTS fitted to the machine, would it be possible to fit the AA chipset to the machine but through a device like a ROM sharer so that we could switch between modes?

To begin with, it isn't possible at all to upgrade the A500 with the AGA chipset. Sorry. This also means that you will not be able to run any CD^{32} software with your machine. The A570 drive will allow you to run CDTV software on your A500, and that is what you need 1Mb of Chip RAM for. The A530 is a good drive, but having 32-bit RAM only means that it is much faster, it doesn't mean that it can emulate a 32-bit machine. Your best bet is to upgrade to an A1200.

THREE BUTTONS ON MY MOUSE

From: Paul Davis, Street, Somerset

My mouse for my Amiga 1200 is starting to fade out and I think it may be time to replace it. I have noticed that there are a number of three-button mice now available, and since I am beginning to get involved in programming the idea of a third button appeals to me.

What I want to know is if the Amiga supports the third button, and how I would be able to make use of it. I might like to configure it as a replacement for the shift key.

The Amiga does indeed recognise the third button, it is configured as pin five on the Amiga mouse port. Unfortunately, AmigaDOS does not support it directly, so the only way you could use it is via your own programs.

CAN YOU GREP IT?

From: R Smithers, Guildford, Surrey

I own an Amiga 1200, and a lovely thing it is too, but now I need to be able to run UNIX. So, what fully working versions of UNIX are there for the Amiga range, and what is the minimum configura-

Continued overleaf ☛

IF YOU HAVE A QUERY...



Nick Veitch

At *Amiga Format* we aim to answer as many questions as we possibly can every month, and hopefully to sort out all your problems. Of course there are always more questions than answers, so we have to prioritise queries according to the following factors:

- Frequency. If a lot of people seem to be having problems with their Supersonic KY3000 printers then we will print one letter and the definitive answer, encompassing all the most frequently posed problems.
- Difficulty. If the problem is actually something which only someone with some insider technical knowledge would be able to solve, it is more likely to be answered in these pages than a problem which arises simply because you haven't read the necessary documentation.
- Impact. Quite simply, a question which involves you not being able to use your machine or some peripheral or software at all will be given a higher priority over a difficulty which is little more than a slight inconvenience.

Unlike some magazines we won't just concentrate on the areas of expertise we are most familiar with, we will take on any problem (as long as there is an Amiga involved in it). We have even enlisted the help of Commodore's Chief Engineer for those particularly tricky questions. As you can understand, we do get a lot of questions. If you want to get yours noticed, here are a few tips:

DO
- Be concise.
- Detail as best you can the actual problem.
- Where applicable, describe the sequence of events that caused the problem.
- Give details of the equipment you are using (including which version of Workbench you are using and which model of Amiga you have).
- Make sure your question is relevant, and wouldn't be more easily solved by the dealer you bought the goods from.

DON'T
- Tell us all about your aunty Ethel for three pages and then explain your problem.
- Write in with questions like "I added a hard-drive to my machine and it doesn't work – what should I do". (Which machine? Which drive?)
- Send an SAE expecting a personal reply. The chances are extremely slim.

Please bear these points in mind and remember that we are trying our best to help you.

PCMCIA ENVY

From: Joseph McGill, Whitby, N Yorks

I have an A500 and I have a few questions to ask:
1. Is there any way that I can use PCMCIA cards on my machine?
2. Is it worth buying an external CD-ROM drive. If so, will it run Amiga CD^{32} CDs? Will there ever be CD-RAM?

I always hesitate to say there is no way to do something, because no sooner have the magazines hit the shelves than my desk disappears under a mountain of circuit diagrams and Maplins part numbers sent in by people trying to prove me wrong. However, in this case I can, without fear of avalanche, say that there is no way you can use PCMCIA cards on your A500.

Is it worth buying a CD-ROM drive? Well, it depends if you are going to buy some CD ROMS as well. The A570 drive will not enable you to run CD32 games which use AGA graphics, and since all of the CD32 releases will use AGA graphics, you won't be able to play any of them. An external CD-ROM drive will support CDTV titles though, including the large collections of PD software on disk.



PCMCIA cards are a useful and relatively cheap way of adding memory to an A600 or A1200.

It is also possible, with a bit of cunning, to use PhotoCDs with the A570. It may be a better idea to buy a new machine though – if you only want to buy a CD drive to play games, you will be better off getting a CD^{32}.

CD-RAM? If you mean read/write CDs, then they already exist, although the drives are a bit expensive at the moment (£3,500).

tion I need to run it? I don't mind upgrading or even buying a second Amiga, but does the 030 version of the A4000 have an MMU built in? Can you tell me what else I will need?

There was a UNIX port called MINIX which appeared on the Amiga scene a few years ago. I think there is still a demo of it floating around at 17 Bit Software (0924 366982). However, this version did not support hard drives, which was a little silly to say the least.

Anyway, the good news is that a new PD UNIX port is to be released very shortly, going by the name LINUS. It promises to be fully compatible, and the fact that it is free will help cushion the financial blow of the equipment you will need to buy to run it.

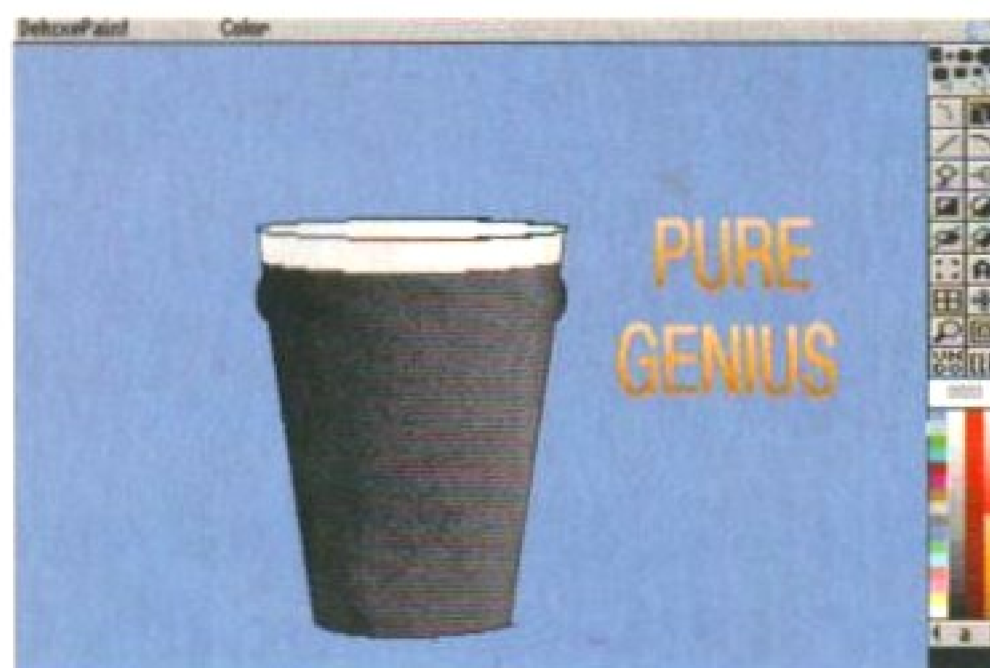
You do not need to buy another Amiga, but you are correct in assuming that you will need an MMU. Probably the best solution is to get an accelerator for your A1200 featuring a full 68030 chip, such as GVP's A1230 card (or alternatively you could splash out on an A4000/040).

DAMAGED DRIVE

FROM: Toby Wallis, Basildon, Essex

Just recently my Amiga has been giving me some trouble. I seem to be getting random read/write errors. During loading, my A600 will scream at me and then say that the disk has an error on a completely random track. All three copies of *Deluxe Paint* that I have access to do not work very often although my *Amiga Format* Coverdisks seem to be fine. Do you think I will need to get a new internal drive for my machine?

Yes, it certainly sounds as though your drive is badly damaged and that you will have to replace it.



DPaint IV can print out in colour, but surely everyone knows that black is best?

UP THE SWANEE

From: North Lancs, Leonard Cheshire Home

Please can you help. We have an A600 and an HP Deskjet 550c printer, but we cannot seem to print out in colour on the Amiga. We can print in colour only using our other machine, an Archimedes. We wrote to Commodore and they gave us the correct printer driver, but still *Deluxe Paint* will only print out in glorious black and white.

Please can you help? Our residents are keen to produce artwork and print it out. At the moment we are using disks up at a tremendous rate because we have to save everything in the hope that one day we will be able to print in colour.

Hmmm. If you have the correct driver then you should be able to print out OK. Are you sure that you have set up your preferences correctly? Under Workbench 2 the printer preferences are split into two parts. The second part is called PrinterGFX. In this utility you need to cycle the Shade gadget until it says "colour". Obviously, you also need to select colour printing from the *Deluxe Paint* requester.

Failing this the best solution is to get hold of some printer enhancement software. Not being ones to shrink from blowing our own trumpet, may I suggest that you take advantage of the *TurboPrint Professional* offer that we have been running in our magazine for the last three months. If you missed it give our Mail Order department a call on 0458 73279.

FOUR MEG FEVER

From: Anon, Cambridge

I need help and I need it now. I have just finished reading your explanation of memory in *Amiga Format* 52 and have discovered that my old, dust-filled relic of an A500 can be expanded to 4Mb. I need this and I need it quickly. I am desperately fed up of getting "Not Enough Memory" messages. Please tell me where I can get it.

I'm not sure why you wish to remain anonymous. The trade in memory expansions for the Amiga 500 is not (yet) illegal. Swarms of Special Branch officers do not pore over every page of AF scanning for names and addresses of "users". Maybe you are just embarrassed that you have such an inadequate amount of memory and you think there is some shame attached to needing an 'extension'. Anyway, You can get a Supra RAM expansion from First Computer Centre (0532 319444). Prices start at £159.99 for 2Mb, up to £319.99 for a full 8Mb.

BACK TO BASICS

From: Ryan Tracey, Australia

Is there a device which I could put between my trapdoor slot and my A501 expansion so that I can switch between a half and one meg of Chip RAM

AMOS ANSWERS

ERRORS, WE ALL make them. Well, I don't (not unless you count going for that Banana Split at the team meal) but I am told that lesser mortals make them all the time. Since I have had so many questions about errors (Mr Payne, Sean Gray, E Fitzsimmons...) I thought we would spend some more time going over them.

Last month I gave you a complete list of all the errors you are likely to get, but obviously if you have a runtime error (one that occurs while the program is actually doing something) it rather takes the gloss off your software, especially if you want to let other people use it.

There are ways to trap errors in AMOS. This means that although an error has occurred, the program doesn't actually stop, but instead control is transferred to a different part of your program.

This is set up by the following command:

```
On Error Proc (label)
```

Where the label is a label to a procedure later in the program. Consider this simple listing:

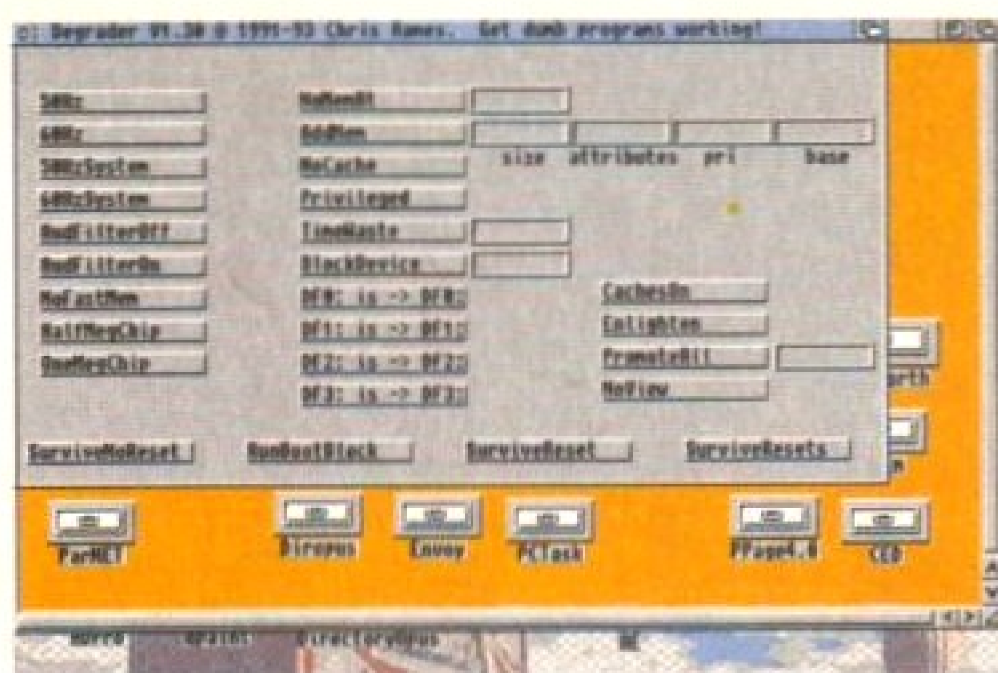
```
ON Error Proc mistake
Do
   Input "Enter two numbers ";a,b
   Print a;" divided by ";b; " gives
   ";a/b
Loop
Procedure Mistake
   Print "You have tried to divide by
   zero"
   Resume Next
End Proc
```

This program will happily work away giving you the answers to your division questions until you try to divide by zero (which is, of course, if not entirely impossible, certainly branching out into non-Euclidian ideas about the spatial nature of mathematics). At that point a division by zero error will be flagged, but instead of exiting the program, AMOS will notice your "On Error" command and will jump to your procedure. After informing you of the error of your ways, the resume command will clear the error, the procedure will terminate and you will be returned to the loop.

However, this is not really a very nice way to deal with errors – it would be much better to terminate them before they ever occur. Consider this listing:

```
Do
   Input "Enter two numbers ";a,b
   If b=0 then mistake
   Print a;" divided by ";b; " gives
   ";a/b
Loop
Procedure Mistake
   Print "You have tried to divide by
   zero"
   b=1
End Proc
```

No error messages are generated, because the error is prevented from occurring in the first place. Much nicer.



Degrader is a useful utility for solving those tricky backward compatibility problems.

(I know that I need a 1Mb Agnus). I want to be able to use the A570 CD-ROM drive without losing full software compatibility.

It is a rare piece of software nowadays that won't run with 1Mb of Chip but I take the point. Thankfully, Chris Hames, who is probably better known for PC-Task, has already solved this problem, and even better, he has released his efforts into the Public Domain.

The program you want is called *Degrader*, and it will enable you to downgrade your machine's configuration to the lowest of the low without ever having to unplug anything.

I'm not too sure of the best PD libraries in Australia, but if you have a modem you can contact Chris direct at:

bytey@werple.apana.org.au

Anyone else with the same difficulties in the UK can find *Degrader* at all the good PD libraries.

This doesn't mean that the "On Error" business isn't very useful. It can be very handy indeed when you are debugging your software. In certain circumstances, there are a number of errors which could potentially occur.

Each runtime error has a unique error number (those were the figures in brackets in last month's explanation of errors). There is an AMOS function which will give you the current error number, in case there are several potential errors which may occur.

In this case use the following statement:

```
x = ERRN
```

Which will give the variable x the value of the error, for you to do with what you will.

Now I have some good news and then some bad news. The bad news is that this is the last regular AMOS answers. The sad thing is that so many of you are getting on quite well enough without AMOS that we just aren't getting many questions any more. You can still send your AMOS questions to the Workbench pages, but you will have to track down the answers in amongst queries about printer drivers and hard drives I'm afraid.

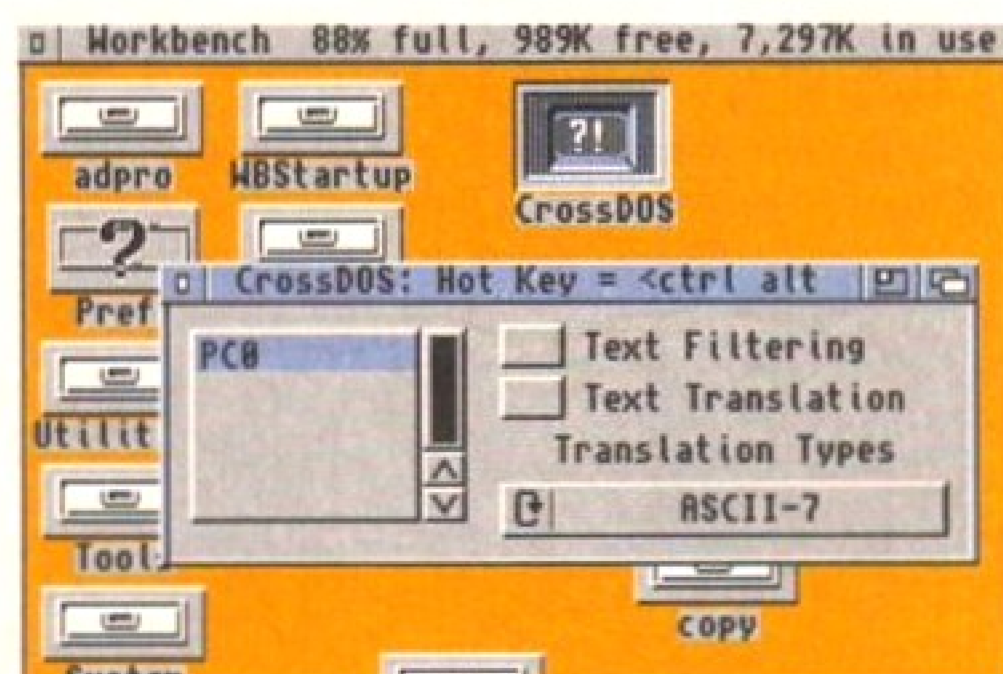
The good news? I scored 490 million on the Twilight Zone pinball machine yesterday lunchtime.

PC LINK UP

From: Darren Horner, Newcastle upon Tyne

My father owns a PC equipped with a hard drive. Would it be possible to use a program such as *CrossDos* to copy my Amiga software on to this drive? How would it be possible to access the software from the Amiga? What software would I need and how much would it cost?

You could copy your Amiga software on to the PC hard drive, but accessing the software would be a problem. If you had two Amigas you could simply use Parnet and cable the parallel ports together. However, to successfully network your Amiga to a PC, you will probably need some Novell netware and a couple of Ethernet cards – in other words it is far more expensive than buying a 100Mb hard drive for your present Amiga. Unless of course, anyone else knows better?



CrossDOS enables to the Amiga to treat PC disks as if they were almost normal.

REEL TO REEL

From: Adrian Bernascone, Shoreham-By-Sea, West Sussex

I am having problems with my A1200. I am trying to install the game *Wings* on to my A1200 hard drive, but when I run the disk installation program I keep getting the following error message:

"RAM:T already exists Reel2:c/makedir failed return code 20".

The game itself seems to work perfectly when loading from disk.

You have nothing to worry about – it's just a case of a badly written installer. All you should need to do is delete the offending directory, which is automatically set up under WB2.0 and over. Enter the CLI and type the following:

```
ASSIGN T: RAM:
DELETE RAM:T ALL
```

Then you can exit the CLI and run the install program as usual. I don't have a copy of *Wings* to test this on, so do let me know if you have any more problems.

INCLUDES NOT INCLUDED

From: Darren F, Suffolk

I recently purchased a PD 'C' compiler for my A1200, hoping to get into some serious coding. But I can't use the software fully because I need the Include files. What are these files, where can I get them, why weren't they included …(excessive ranting edited out)… as standard?

The Includes are a set of system specific routines which perform certain functions. For example, the STDIO Include handles standard input and output, such as printing characters on the screen. When this Include is used in conjunction with a 'C' program, the main code does not need to know how the Amiga handles its output to the screen, because the Include takes care of it.

This helps make the 'C' language very transportable (for example a simple C program written on the PC should work equally well on an Amiga, a Mac, a Sparc or anything) and also means that each different platform has to have its own library of Include files.

Commodore undertook the laborious task of writing these Include files, when they were creating the operating system (or more precisely Metacomco) and so they don't want to just give them away. If you were to buy a commercial package, such as SAS/C, you would get the Include files, but only because the company that produced that version had paid a licensing fee.

If you want the set for your machine, you must buy them from Commodore. If you send a cheque for £25 to Commodore Software Support, Commodore House, The Switchback, Gardner Road, Maidenhead, Berks. SL6 7XA, along with details about your model of Amiga (there are different versions for 1.3, 2.0, 3.0 machines), they will send you back an Includes pack.

NO PAL OF MINE

From: Rodger Wyber, Bickleigh

I have had my Amiga for about six months and I am experiencing some problems. I had an Atari 1040 before and used a Canon BJ10ex with it, which I now use on my A1200. The problems I have are:

1. When I print it takes about five or six minutes for a single page of text. It seems fine on *DPaint*, but too slow with *Pen Pal*.

2. The keymap is set on American. How do I change it?

3. What equipment will I need to sample and sequence on my Amiga?

4. What happened to all the A1200 games that were promised?

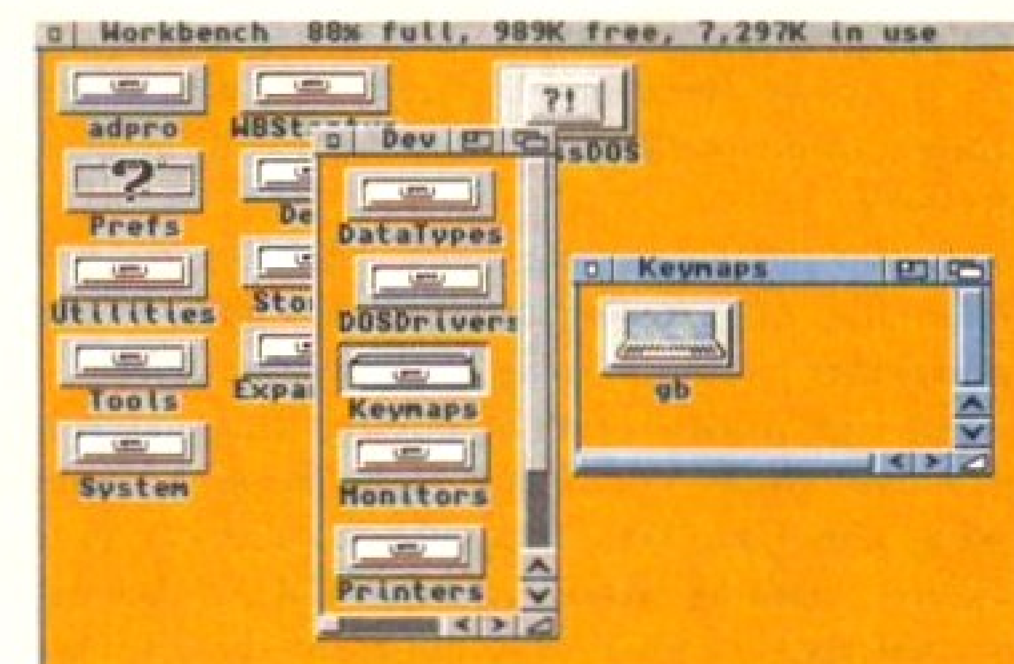
OK, there is some diversity there. I'm glad you have upgraded from an ST. Let's see if I can answer your queries:

1. Throw *Pen Pal* away. There is nothing wrong with your printer or your computer, just the programmers who wrote *Pen Pal*. Get yourself a copy of *Wordworth* or *Final Copy*.

2. Open up your devs: drawer on Workbench. One of the drawers in this is called Keymaps. Open this and look for file called gb. If it isn't there, then you will need to copy it from the Storage floppy into this drawer.

3. You will need a MIDI interface and a sampler.

Continued overleaf ☛



The keymaps can be found in the relevant DEVS: drawer, but check your Input preferences too.

The AMAS unit from Microdeal is a combined sampler and MIDI interface and represents good value for money.
4. We are expecting to see plenty more A1200 games in the not too distant future.

SWITCHER SNITCHER

From: Abul Chowdury, Luton

I am a student taking GCSE Technology. As part of my course I have to produce a project which will count for half of the total marks.

I want to make a mouse switcher device which will work with analogue joysticks too. I know there are similar devices available (like the Roboshift), but I am unable to get any information on it. Also, I don't know much about analogue to digital converters. Can you help?

You wouldn't believe how many letters I get from people wanting me to do their technology projects for them. If I sorted out every one I'd have GCSEs, HNDs and who knows what else to my credit. I know that it can be difficult, though, so I'll point you in the right direction.

For this project, you don't need to know about Analogue to Digital converters (or ADCs). If you convert the analogue signals from the joystick to digital ones, it will just behave like a normal joystick again.

Your project should consist of two parts. First you need to create a circuit which will sense when a button is pressed on either device. This could be a fairly simple transistor circuit.

Secondly, the output from this will need to control a relay or solid state switch component which will actually switch between the two sets of inputs. However, you will have to supply a through voltage to both units, otherwise you will switch them off and won't able to test if the buttons are being pressed.

Buy a Maplins catalogue. There are lots of great chips in there. Buy one of those Tandy Engineer's Notebooks for transistor circuits too.

VIRUS WORRIES

From: Christopher Light, East Sussex

I have come across a new version of the *Liberator* virus. It performs the following undesirable operations on a hard disk booting system:
1. Disables *Virus Checker*, including v 6.30.
2. Writes a small file called .fastdir to the root directory.
3. Writes itself to the C directory as Pvr (not Pvl as stated in some *VChecker* docs).
4. Inserts a line into the startup sequence which reads "br Pvr".
5. Writes itself to any writable, bootable disk inserted in any drive.
6. From time to time it alters the protection bits on every file on a floppy, so that only the archive bit is set and all other bits are off. This makes it a bit difficult to use the disk.
7. It slowly launches background tasks which appear to do nothing but eat memory and processor time.
8. If you run a program which examines tasks in operation, *Liberator* instantly switches all tasks off, preventing you from seeing what is going on.

It can be destroyed by booting from a write-protected floppy containing *Virus Checker 6.30* and using the Link/File Scan option. Having *Virus Checker* running from your hard-drive bootup sequence will not save you. The virus came from a PD library, and I would just like to thank them for something I could have done without.

In depth explanation
LIBRARIES AND DEVICES

1 The Libs directory is a system directory contained on your Workbench disk and on many other bootable disks. Its purpose is to store library files. A library is a set of programming routines that are frequently used. Instead of having to code them into each program, they are compiled into one file. Some libraries are actually part of the Amiga ROM, but many are to be found on your Workbench disk.

2 Some libraries are used by programmers to avoid unnecessary work (and who can blame them). Libraries such as ARP (Amiga Resource Project) provide an easy way to integrate things such as file requesters into programs, without having to mess about too much with window structures. This has the added advantage that if everybody uses them, all software becomes similar, and therefore easier to get into.

3 The bad thing about libraries is that it means some programs won't run on their own, they need the relevant library to be present in the libs: directory of your boot up disk. This is not too disadvantageous in the case of libraries supplied with Workbench, but can cause some confusion if the library is a Public Domain one, because they will have to be copied along with the programs when installing software on different disks.

4 Currently the most popular libraries in use are the decrunch.library and explode.library, which are used with compression utilities like DiskMasher and other applications. If you do not have the correct library installed, the utility will not work.

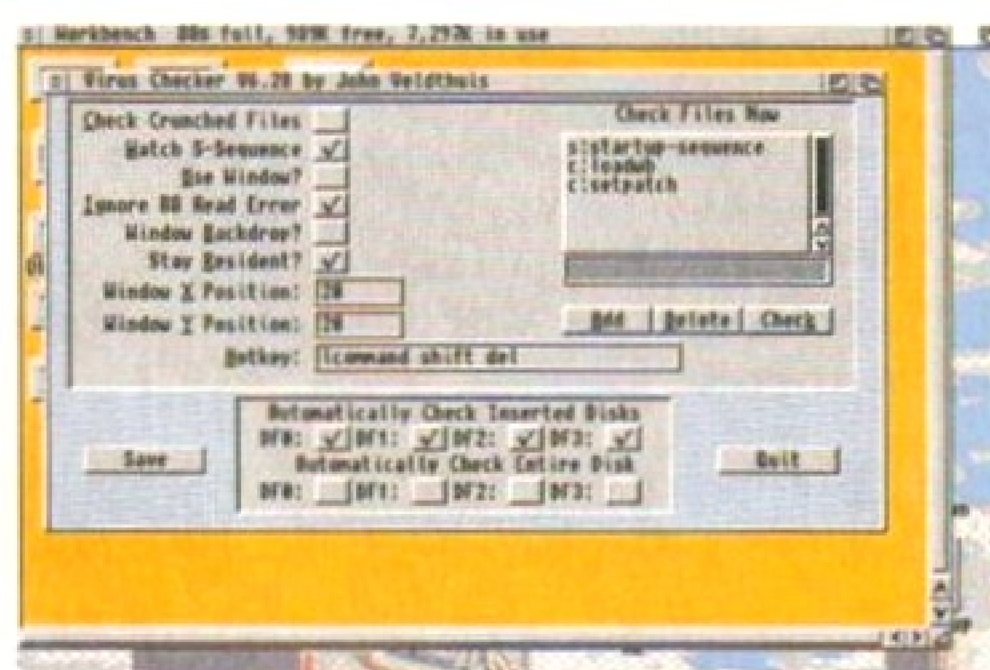
5 Libraries are quite often updated. They are usually backwardly compatible, but occasionally software will not work with a newer version of the library under some operating system. For example, Diskmasher will not work on an A600 with version 6 of the explode.library, but it will work fine with version 4.4. It is impossible to install two versions of the same library at the same time.

6 One of the later additions to the range of libraries is the asl.library, which is included in Workbench 2. This is Commodore's answer to the Arp.library and is indeed, very much better.

7 The devs: directory is home to device files. These are very similar to libraries, but are usually concerned with the control of hardware (although some hardware is controlled by libraries, like the Retina graphics card). It is also home to all your keymaps, monitor drivers and printer drivers.

8 Devices are usually mounted, and this is where you will find the "mountlist" file too, a list which tells AmigaDOS how the devices work and in what way to access them. This has been largely superseded in Workbench 3, because devices are mounted directly one at a time from their own lists.

9 Another new drawer in Workbench 3 is datatypes. These are definitions of filetypes which allow the MultiView program to play or display them.



Virus_Checker may not be perfect against some newer forms of viruses.

Thank you for that information, it is not a virus I have come across yet, but I'm sure a reader will try to supply me with one in some way or another.

MORE STUDENTS

From: Jason Newstead, Derby.

I have just bought an A1200 and I need some questions answered please:
1. I am doing a Computer Studies course at college and I have to use *TurboPascal*. I have seen *HiSoft Pascal* for the Amiga, is this compatible?
2. Do you think it is worth staying at college doing computer studies or should I teach myself how to program?
3. When Commodore produced the A1200 they gave it 32-bit power, an AGA chipset and a keypad, why did they leave out the MIDI interface?
4. How much does a programmer earn?

OK then, here we go:
1. No, not entirely. It depends very much on the exact version of *HiSoft Pascal* you are using. You will be able to carry out most functions, but some of the advanced features of *TurboPascal* are not compatible with *HiSoft Pascal*.
2. It probably is. A lot of famous influential people like, myself and Sir Clive Sinclair never got any form of certificate in computing (unless you count O-Levels) and look how we turned out! Best stick at it. If nothing else it gives you time to play about with equipment you would never be able to afford.
3. Because they are shortsighted? The official reason is that it would add a couple of quid on to the price of the machine for something that only a fraction of users actually want.
4. It depends. If you had written *Microsoft Windows* then you would be very rich. If you had written Archer Maclean's *Snooker* then you would be able to keep a couple of expensive cars on the road. It depends on how good you are, but you can make a living from it.

That is all we have room for this month. Keep your letters coming.

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BLITZ BASIC

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A1200 FIXES! Powermonger, Powermonger WW1, Jimmy White's and R-Type fixed for your AGA machine

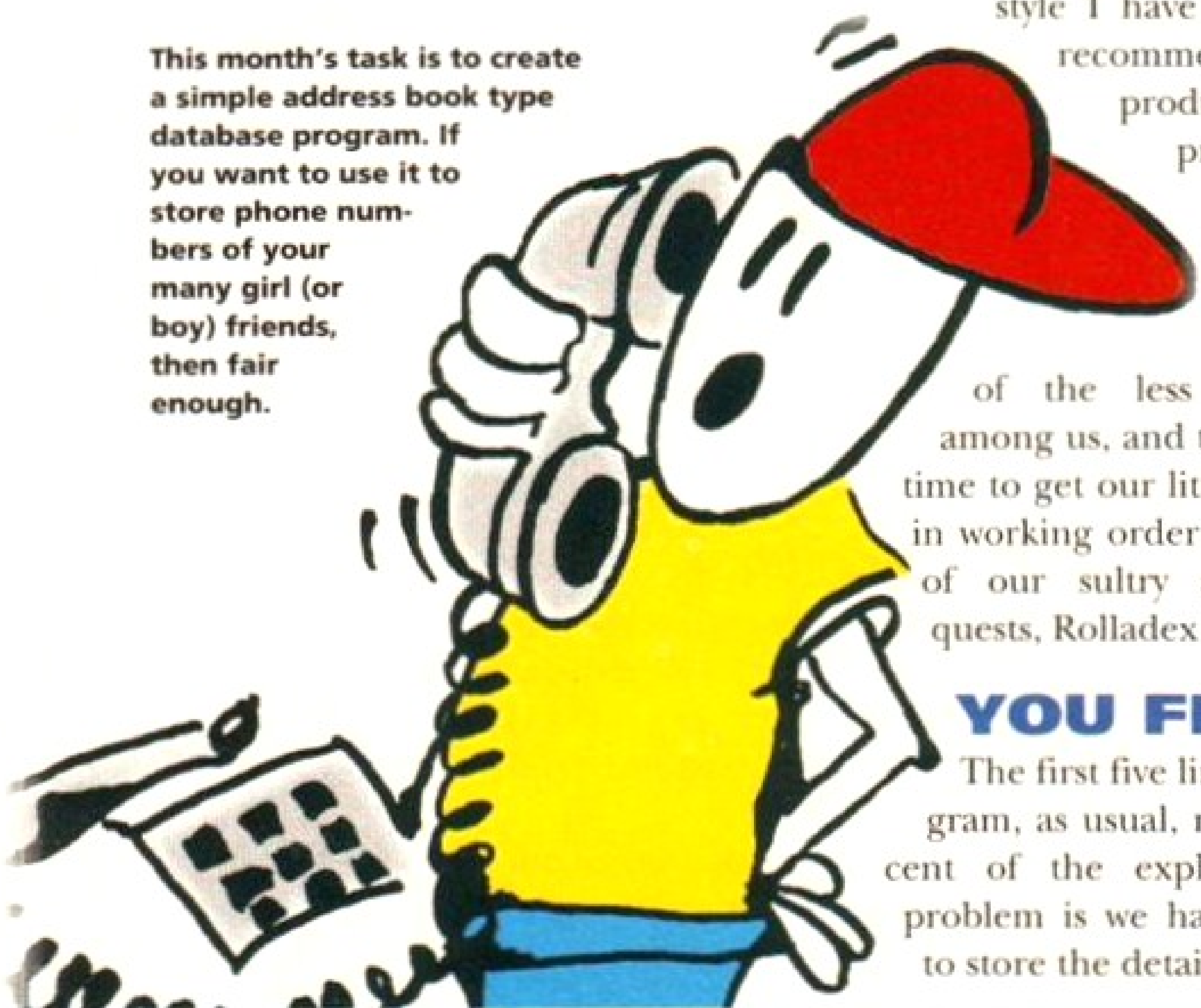
*Contains scenes which may be disturbing to youngsters - 15 and over only!

This month Simon Armstrong, Blitz's originator himself, explains a bit more about linked lists and outlines how to create a simple desktop application in Blitz Basic 2.

A LITTLE BLACK BOOK

This month we take a break from the *IsoBlaster* project and develop a small database utility in *Blitz2*. Once again handling Window Events, NewTypes and LinkedLists are the tricky bits to an otherwise simple program.

Blitz 2 can be used to program software without a grip of these less than simple topics – but then again, there are perfectly good computers designed in the 70s for programming no-frills BASIC code. The Amiga also has various languages available for the simpler programs in life, and in true honest Kiwi style I have no problems recommending these products to virgin programmers.



This month's task is to create a simple address book type database program. If you want to use it to store phone numbers of your many girl (or boy) friends, then fair enough.

Which leads us to the requirements of the less than virgin among us, and this month it's time to get our little black book in working order to keep track of our sultry amatory conquests, Rolladex style...

YOU FIEND!

The first five lines of the program, as usual, require 90 per cent of the explanation. The problem is we have eight lines to store the details of each conquest. We then need space for, hmmm, I suppose 5,000 such records. This number is calculated from an average of five entries a day for the next three years (we're talking true Rock Star status here).

In standard BASIC we would just dimension a two-dimensional array of strings, simple as that. Although some languages will want to know how long each string is going to be before the day of entry (sworded talk here) and subsequently set aside some 5000*8*128 bytes of memory (this software would require a minimum of 5Mb to run???), *Blitz 2 isn't one of them* – that's for sure!

Anyway, we'll want to add, delete, search and generally have control over our information and hence it's time to bring out the linked lists.

Dim List u.fiend(5000)

A .fiend is simply a variable that can store eight strings: we can either refer to this as a 'record' in our database or, in *Blitz 2* talk, an 'item' in our list. Dimensioning a list of .fiends means that we now have the ability to add,

Continued overleaf

IMPORTANT NOTE

Those with their keyboards set to an English keymap will have found it difficult, if not near impossible, to achieve the backward apostrophe used in the Macro definitions of the *IsoBlaster* listings.

After much fooling about I found that with an English keymap set (which I don't use in NZ) the Alt-Apostrophe combination achieves the correct symbol (apostrophe being above the TAB key), whereas the US keymap does not require the Alt key to be depressed but has the backward apostrophe where the UK have their forward one. Verdammt!

Under Workbench 3, you can easily change to the US keymap or the GB keymap using the *Input* program in the Preferences drawer on the Workbench disk.

MY LITTLE BLACK BOOK V0.0
BY SIMON ARMSTRONG

```
NEWTYPE .fiend
        t$[8]                          ;each record can have 8 lines (0..7)
End NEWTYPE

Dim List u.fiend(5000)                 ;5000 max entries

Dim *ptr.fiend(10)                     ;pointers for multi column printing

MaxLen p$=160:MaxLen f$=64             ;file requester variables

FindScreen 0                           ;use workbench
Gosub setupwindow
Gosub newfiend
col=2
wid=42
hi=9
Gosub printset

Repeat
    ev.l=WaitEvent
    If ev=$40 Then gh=GadgetHit Else gh=-1
    Select gh
        Case 0:Gosub newfiend
        Case 1:Gosub deletefiend
        Case 2:Gosub lastfiend
        Case 3:Gosub nextfiend
        Case 4:test=0:Gosub doprintout
        Case 5:Gosub doload
        Case 6:Gosub dosave
        Case 20:Gosub search
        Case 21:Gosub nxsearch
        Case 30:col=Val(StringText$(0,30)):Gosub printset
        Case 31:wid=Val(StringText$(0,31)):Gosub printset
        Case 32:hi=Val(StringText$(0,32)):Gosub printset
        Case 33:test=1:Gosub doprintout
    End Select
    If gh>9 AND gh Then i=gh-10:Gosub updatefield
Until ev=$200
End

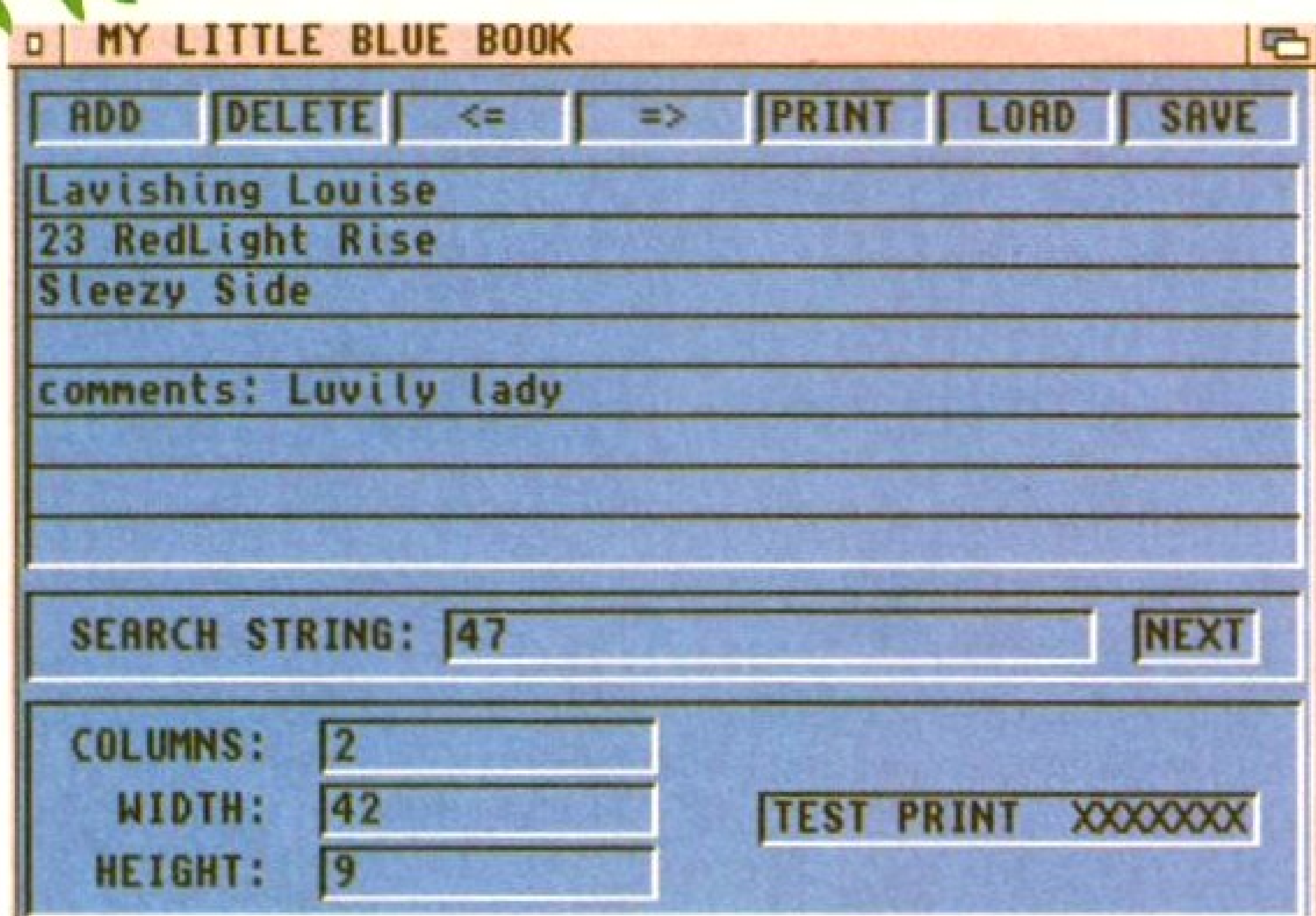
.printset
    SetString 0,30,Str$(col):Redraw 0,30     ;update string gadgets
    SetString 0,31,Str$(wid):Redraw 0,31     ;for label printing
    SetString 0,32,Str$(hi):Redraw 0,32      ;controls
    Return

.search
    srch$=UCase$(StringText$(0,20))          ;get search string
    ResetList u()                            ;start from scratch
.nxsearch
    While NextItem(u())                      ;loop through looking
    For i=0 To 7
    If Instr(UCase$(u()\t[i]),srch$) Then Pop For:Goto drawfiend
        Next
    Wend
    Return

.nextfiend
    If NOT NextItem(u()) Then FirstItem u()  ;roll around
    Gosub drawfiend:Return

.lastfiend
    If NOT PrevItem(u()) Then LastItem u()
```

Continued overleaf



Both stylish and practical, the *Blitz Address Book* is the ideal accessory for any Amiga about town. It's simple to program, simple to use and comes in five fruity flavours.

delete and move through these items with single *Blitz 2* commands. The list processing commands I use in the listing are as follows:

NextItem - move to the next record in the system
PrevItem - move to the previous record in the system
FirstItem - move to the first record
LastItem - move to the last record
ResetList - move to previous of first item (virgin status?)
ClearList - get married and burn all records
KillItem - discard from memory all evidence of that particular conquest
AddItem - insert a new record into the system

These commands can also return a fail value if, for example, there was not a next item to go to. Using this feature we can write code like:

```
If NOT NextItem(u()) Then FirstItem u()
```

This translates to "go to the next entry, but if we have come to the last entry in the list then we'd better go back to the first one". I won't bother translating this any further using our black book analogy...

THAT'S SQUARE

Now that we have some grip on how to move from one record to the next and have commands to delete and add records, we need to access the eight lines of lurid detail that each record hopefully holds.

OK, so *Blitz 2* starts to look a bit strange with a line of code such as:

```
u()\t[i]=StringText$(0,10+i)
```

First up u() is our current record, it's also a good example of why not to use single variable names for important variables such as lists! However I liked the u.fiend definition at the start, so stuff the etiquette. As u() is the current field then u()\t[i] references the i'th line of text.

If we go back to the .fiend variable type, instead of defining the eight lines of text as line1$, line2$ and so forth, we define an internal array of eight text strings. As this array is inside the NewType, or record, we have to use square brackets instead of the usual rounded ones.

This is probably about the time where I need to slow down, and repeat the previous bit in a more easy to understand fashion. We have a record in our program that stores eight lines of text – in *Blitz2* talk that is a NewType that consists of eight strings. We could define the NewType as:

```
NewType .fiend
a$:b$:c$:d$:e$
End Newtype
```

However, as we want to loop through the eight lines using For..Next loops in several parts of the program we use an internal array which looks like:

```
NewType .fiend
 t$[8]
End NewType
```

When it comes to copying the contents of a record to the eight string gadgets we have on our user interface, we use the following code:

```
For i=0 To 7 : SetString 0,10+i,u()\t[i]:Redraw 0,10+i:Next
```

The SetString copies the text from the record into the gadget, and the Redraw then updates the gadget display on the screen.

FILE IT, MISS DAISY

The doload and dosave routines are responsible for transferring our information to and from disk. Using the standard *Blitz 2* file requester we can open the user-appointed file and either print all the info out to disk or read it in using Edit$ (*Blitz 2*'s input command). To redirect Print and Edit$ we use the commands FileInput and FileOutput.

To read the records from disk we first clear out the list. Then with FileInput, we loop until we reach the end of file (using the EOF() function)

```
        Gosub drawfiend
        Return

.deletefiend
        KillItem u()                                ;if last item
        If NOT NextItem(u())                        ;create a blank one
                If NOT FirstItem(u()) Then Gosub newfiend
        EndIf
        Gosub drawfiend
        Return

.newfiend
        If AddItem(u())
                u()\t[0]="**NEW**":Gosub drawfiend
        EndIf
        Return

.updatefield
        u()\t[i]=StringText$(0,10+i)
        If i
Then ActivateString 0,10+i+1
        Return

.drawfiend
        For i=0 To 7
                SetString 0,10+i,u()\t[i]
                Redraw 0,10+i
        Next
        ResetString 0,10
        ActivateString 0,10:
        Return

.doload
        f$=FileRequest$("LOAD FILE",p$,f$)          ;read file from disk
        If ReadFile(0,f$)                           ;works with any text file
                ClearList u()
                FileInput 0
                i=0                                 ;separated by blank lines
                While NOT Eof(0)
                        a$=Edit$(128)
                        If i=0 AND a$Then AddItem u()
                        If a$
                         u()\t[i]=a$
                         If i
                         Then i+1 Else i=0
                        Else
                         i=0
                        EndIf
                Wend
                CloseFile 0
        EndIf
        Gosub drawfiend
Return

.dosave
        f$=FileRequest$("SAVE FILE",p$,f$) ;write data to disk
        If WriteFile(0,f$)
                FileOutput 0
                ResetList u()
                While NextItem(u())
                        For i=0 To 7
                        NPrint u()\t[i]
                        Next
                Wend
                CloseFile 0
        EndIf
        Return
```


Happy as a pig in muck: soon you will have created your own database and be filing like mad!

reading the text stored in the file into our u.fiend list. All pretty straightforward so far. Next, to write the records we open the file using WriteFile, and with FileOutput we Print the information directly to the file just as if we were dumping it on to the screen.

Here's a list of the commands we use for file transfer:

ReadFile (channel#,filename$) – open the file for input
WriteFile (channel#,filename$) – open the file for output
FileInput channel# – input to come from the file (as opposed to a Window)
FileOutput channel# – redirect output (such as Print) to the file
CloseFile channel# – don't forget this command after finishing IO

TO ALL THE GIRLS I'VE LOVED...

The other feature which is probably the most useful is the ability to print the information to hard copy. By using "PRT:" as a filename we can redirect all the print commands to go to our printer just as we would save the information to disk. However I've taken this one step further and added a special formatting system so you can print out mailing labels, which is probably straining our little black book analogy a little too far! Anyway, the fanfold labels I'm using at present to do my mail-outs are two columns wide and nine lines between each one, so that's the default.

However as stickers come in all shapes and sizes (don't we all) I've added both some label config data to the UI and a TestPrint option that will print two lines of labels of X's so you can get the tractor feed lined up and ready before printing out the thousands of names you have painstakingly entered.

Ouch! And that's enough tragic puns for this month. Will be back next month with a playable version of *IsoBlaster*. Hopefully we'll be organised enough to include the graphics on the Coverdisk to accompany the tutorial! Note: the shapes I used to build the iso-pattern featured in the screenshot last month are on this month's Coverdisk (for once I am not to blame).

WHOOPS! NEW BLITZ LISTINGS

A couple of errors crept into November's *Blitz Basic* listings. These can swiftly be put right as follows:

MONSTA'S IN THE DUNGEON

In the subroutine labelled .yourmove, the following lines were wrong :

```
Case "U":If map(myx,myy-1) Then myy-1 ; up
Case "D":If map(myx,myy+1) Then myy+1 ; down
Case "L":If map(myx-1,myy) Then myx-1 ; left
Case "R":If map(myx+1,myy) Then myx+1 ; right
```

They should read :

```
Case "U":If map(myx,myy-1)=0 Then myy-1 ; up
Case "D":If map(myx,myy+1)=0 Then myy+1 ; down
Case "L":If map(myx-1,myy)=0 Then myx-1 ; left
Case "R":If map(myx+1,myy)=0 Then myx+1 ; right
```

In the Dungeon Editor program, the line two thirds of the way down the first column which reads :

```
If GadgetHit
```

Should read :

```
If GadgetHit <2
```

Our apologies for any inconvenience this may have caused.

```
.setupwindow
        Restore gads
        For i=0 To 6
                Read a$
                a$=Centre$(a$,6)
                TextGadget 0,8+i*58,16,0,i,a$
        Next
        For i=0 To 7
                StringGadget 0,6,32+i*11,0,10+i,128,400
        Next
        StringGadget 0,140,130,0,20,32,200
        TextGadget 0,360,130,0,21,"NEXT"
        For i=0 To 2
                StringGadget 0,100,154+i*14,0,30+i,64,100
        Next
        TextGadget 0,240,170,0,33,"TEST PRINT        XXXXXXX"
        Window 0,50,0,420,200,$100e,"MY LITTLE BLUE BOOK",1,2,0
        WLocate 16,121
        Print "SEARCH STRING:"
        GadgetBorder 10,128,400,16
        WLocate 16,145
        Print "COLUMNS:"
        WLocate 16,159
        Print "WIDTH:"
        WLocate 16,173
        Print " HEIGHT:"
        GadgetBorder 10,152,400,44
        Return

gads:Data$ "ADD",DELETE,,"PRINT",LOAD,SAVE

.doprintout
        If WriteFile(0,"prt:")                  ;output to printer
                FileOutput 0
                If test=0                       ;if not test mode
                        ResetList u()
                        While NextItem(u())     ;set up pointers for next n fields
                          *ptr(1)=u()
                          For i=2 To col
                                If NextItem(u()) Then *ptr(i)=u()
                          Next
                          For j=0 To hi-1       ;then using pointers print stickers
                                If j
                                For i=1 To co
                                Print LSet$(*ptr(i)\t[j],wid)
                                Next
                                EndIf
                                NPrint ""
                          Next
                        Wend
                Else
                        For k=1 To 2            ;test run of colx2 stickers
                          For j=0 To hi-1
                                If j
                                For i=1 To col
                                        Print   String$("X",wid-2),".."
                                Next
                                EndIf
                                NPrint ""
                          Next
                        Next
                EndIf
                CloseFile 0
        EndIf
        Return
```

End of listing

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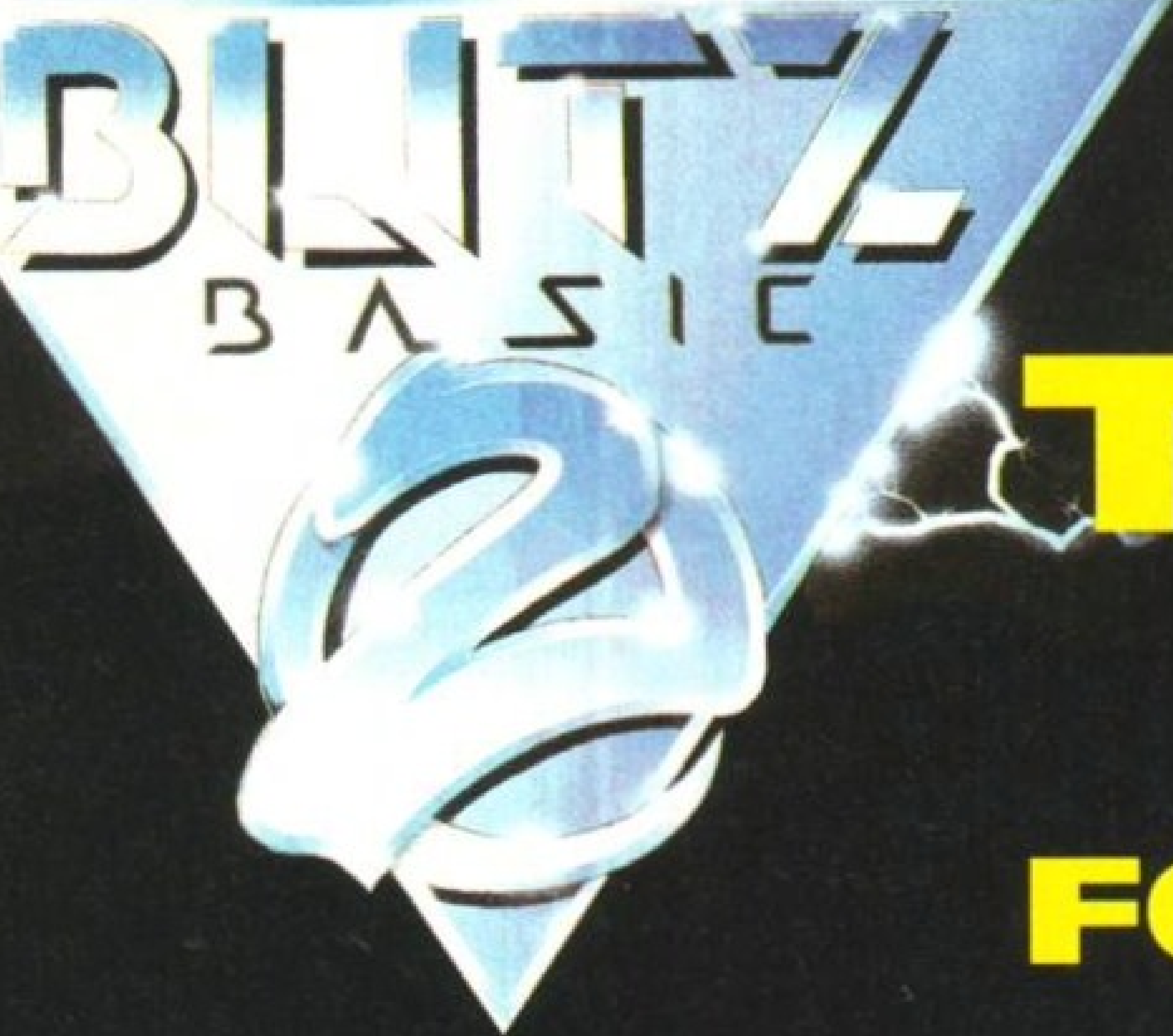






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BUILDING A CAR WITH IMAGINE

This is what you can achieve after designing some transfers in *DPaint* and mapping them on to the car with the Attributes/Brush requester.

A step by step guide by Simon Armstrong from Acid Software

STARTING A NEW PROJECT

STEP 1: Select **Project/New** from the *Imagine* screen and then enter a name in the file requester that appears.

STEP 2: Then select the **New** gadget below **Rendering Subproject** and enter a name.

STEP 3: After creating a subproject the **Parameters Requester** pops up. Select the **ScanLine** option and **ILBM-24bit FileFormat** if you are running AGA and have a suitable program for displaying 24-bit files in HAM8. Then select **OK.**

SETTING UP PREFERENCES

STEP 1: First of all, select the **Editor/Preferences** menu item.

STEP 2: If you don't want to use non-interlace (to stop the screen flickering) click on the **Lace** field and replace the **T** with **F**. Then save the preferences, quit out of *Imagine* and then run it again.

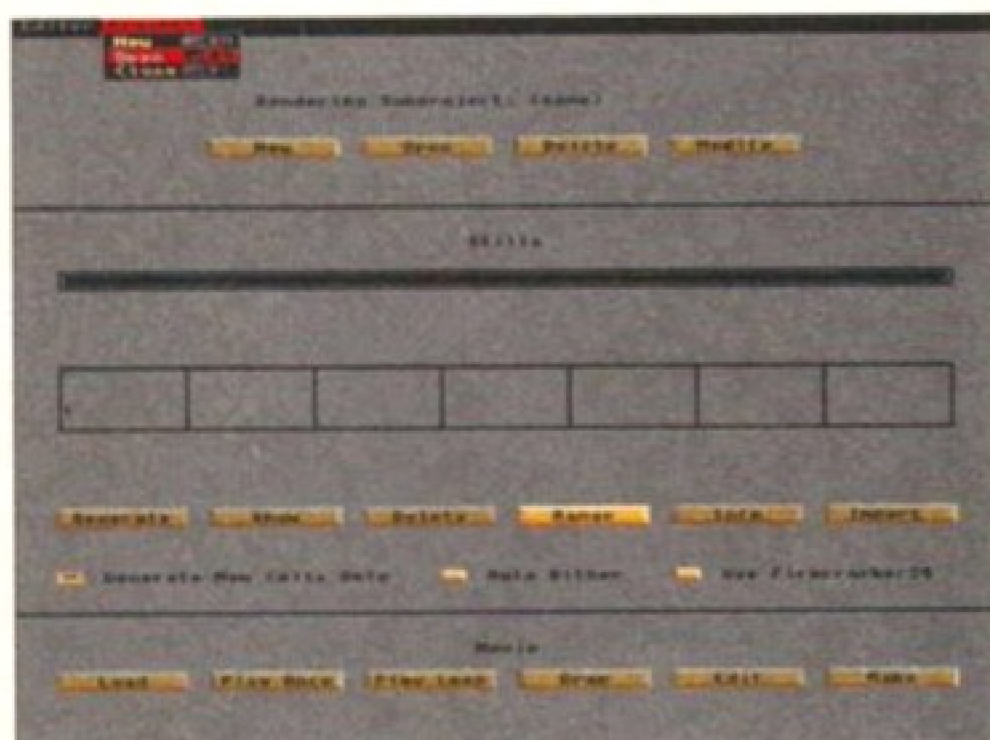
STEP 3: To make things easier, we can configure the **Detail Editor** where we will be designing our objects to have special user icons at the bottom of the screen. The following should be set up by selecting **User Gadgets** then **Detail** from the **Preference Screen.** Delete the existing definitions by clicking on them and deleting all the information in the boxes. Now for each gadget click on the <new> line and type in the three fields. Once you have finished select **Save** then **Use**.

Group 410 Group
Pts 450 Points
Click 4E1 Click Select
Drag 4E2 Drag Select
Del 510 Delete
Prim 584 Add Primitive
Redraw 250 Redraw Screen
ZI 260 Zoom In
ZO 270 Zoom Out
Attr 390 Set Attributes

USING THE DETAIL EDITOR

Selecting **Detail Editor** from the main **Project Screen**'s menu will take you to *Imagine*'s 3D **Object Editor.** If you have followed the last section correctly your new user gadgets will be placed along the bottom of the screen with the default gadgets.

This will save you from having to hunt through the 60 or more menu items for the few functions we will be using to design our first 3D model. You can set up these gadgets for virtually any function you can think of, but we will cover this in more detail in a future tutorial.



Setting up a new project will create a directory in which you can store all the files relating to the project.



This requester is used to set up the rendering mode, the aspect ratio and the file format of the final image.

1 MEG USERS

Due to unfortunate circumstances beyond our intelligence, there were a couple of errors which slipped into the Preference Setup boxout on last month's Coverdisk pages.

If you tried the Preference fixes only to be thwarted when trying to quickrender the image, please accept our apologies and make the following corrections.

The Quickrender preset should indeed be lores, but it should be "Lores" and not "LORES" in the preference listing. The second error is the output file format, which should remain unchanged as "RGBN-12 bit" or can be changed to "IFF" for a non-Impulse format file.

Yup that's what you get if you follow the tutorial (minus the steering wheel which is a torus of some 100 radius with tube radius set at 15, I think.) You could even add a wood grain attribute if you're clever.

HINTS AND TIPS FOR IMAGINE

When starting from scratch always carefully plan the parts you will be creating to make up an object. Making use of the primitives and breaking down an object into its simplest parts can save hours of work.

To assign a colour attribute, click on the part, select Attributes, then click on Colour. After adjusting the RGB sliders select OK. Never assign attributes to a group because it will wipe out any attributes you have assigned to separate parts.

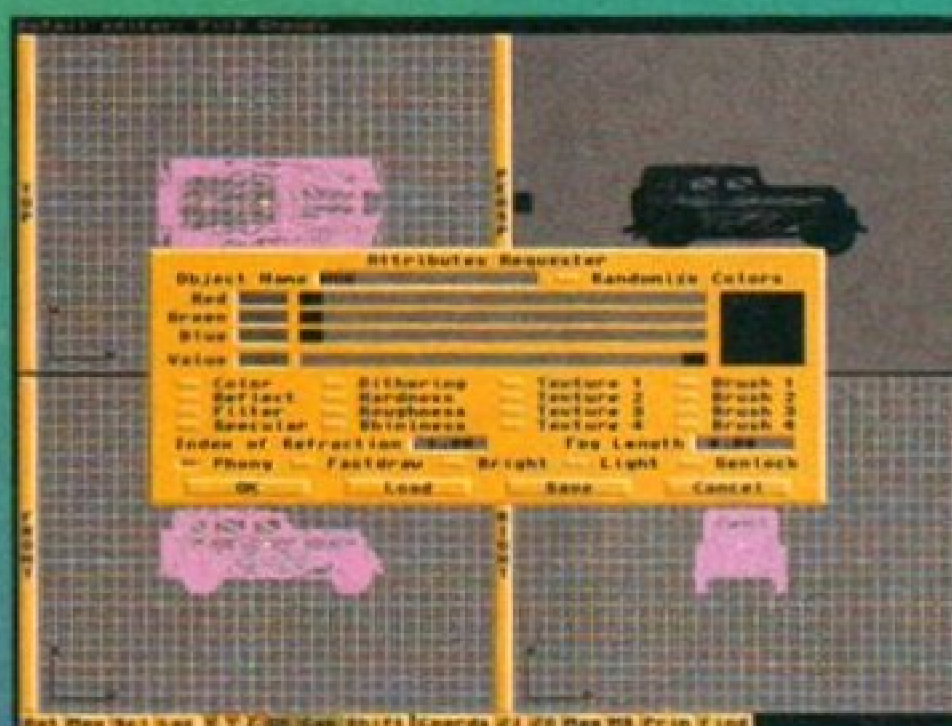
One of the most important things to remember when constructing an object is to get an idea of what detail can be left out. There isn't much point spending hours designing the perfect door handle if it is only going to be represented by one or two pixels in the final image. The more complex your images, the longer you will have to wait.

When grouping parts together, depress Shift and highlight the parent item first. Then select the rest of the parts and select Group from the Objects menu. The first part selected can then be selected whenever you want to perform operations on the complete group.

Before saving an object make sure it is completely highlighted. To completely highlight an object either select the "parent" part of a ready joined group (see above right) or use GroupSelect and with the Shift key depressed, select all the separate parts that make up the complete object, then select Save.

Add your most used functions to the Usergadget list via Preferences, so that you are not continuously searching through menus for common operations.

Unlike other Amiga programs, the Undo option in *Imagine* can be depended on to take you back to before your last operation, don't forget about it!



The Attributes function should be used carefully when you are working with groups of objects.

To map an IFF brush on to a surface select the object to be mapped, select Attributes and click on Brush 1. Enter the brush name at the top of the requester then select EditAxis. The brush is represented by only a quarter of the square that represents the brush axis. Use Move, Rotate and Scale to position the quarter on to the exact area of object to be mapped. Care must be taken about the depth positioning of the axis, because the brush will not be mapped if the axis is too close or too far from the surface.

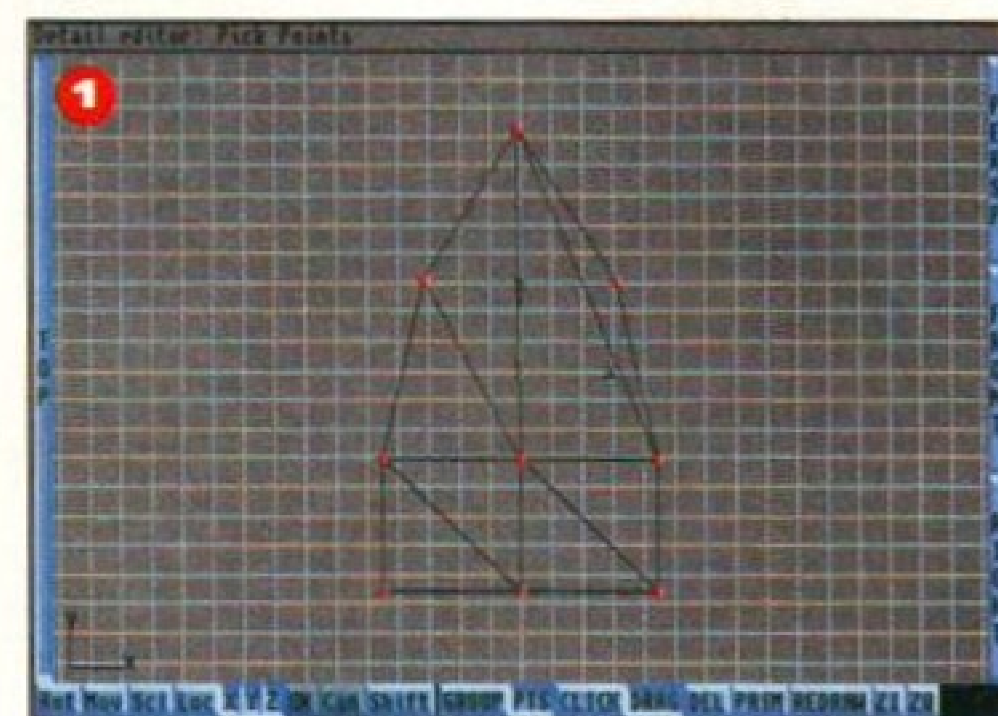
When rendering without a background, go to the Action Editor click on the Globals bar, and set the horizon RGB values to the background colour required.

CHASSIS

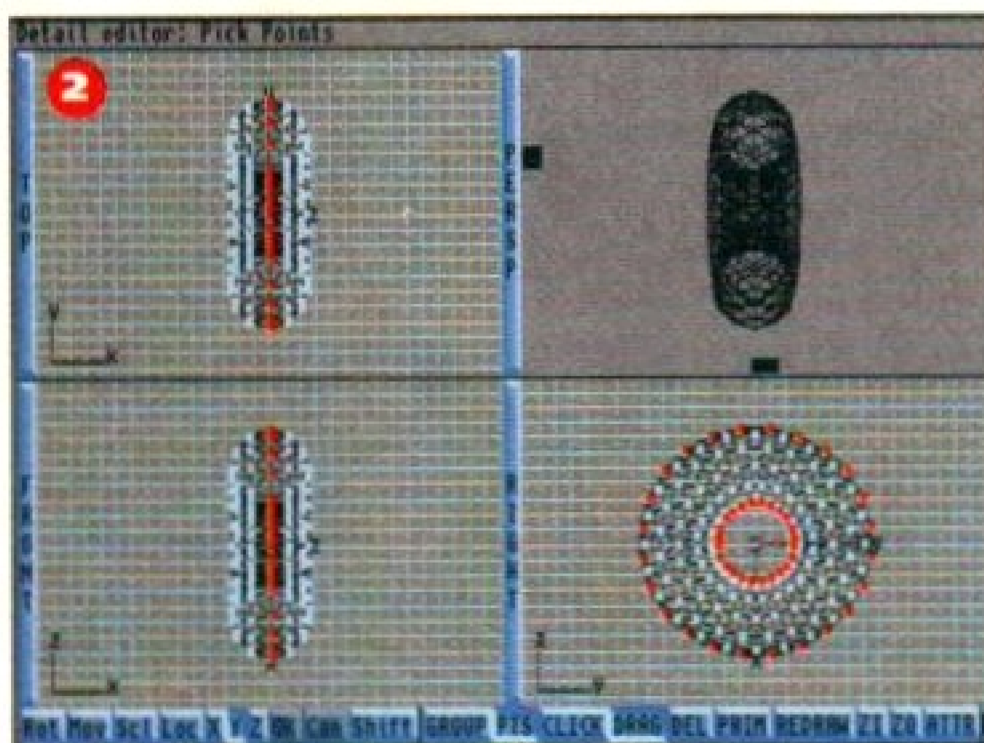
First up we need a chassis for our kart to keep everything else in perspective. Click on the **Prim** button (**Add Primitive**) and select **Plane. Enter 2** for both horizontal and vertical sections and then **OK**. Then click on the new plane with the mouse, it should change colour.

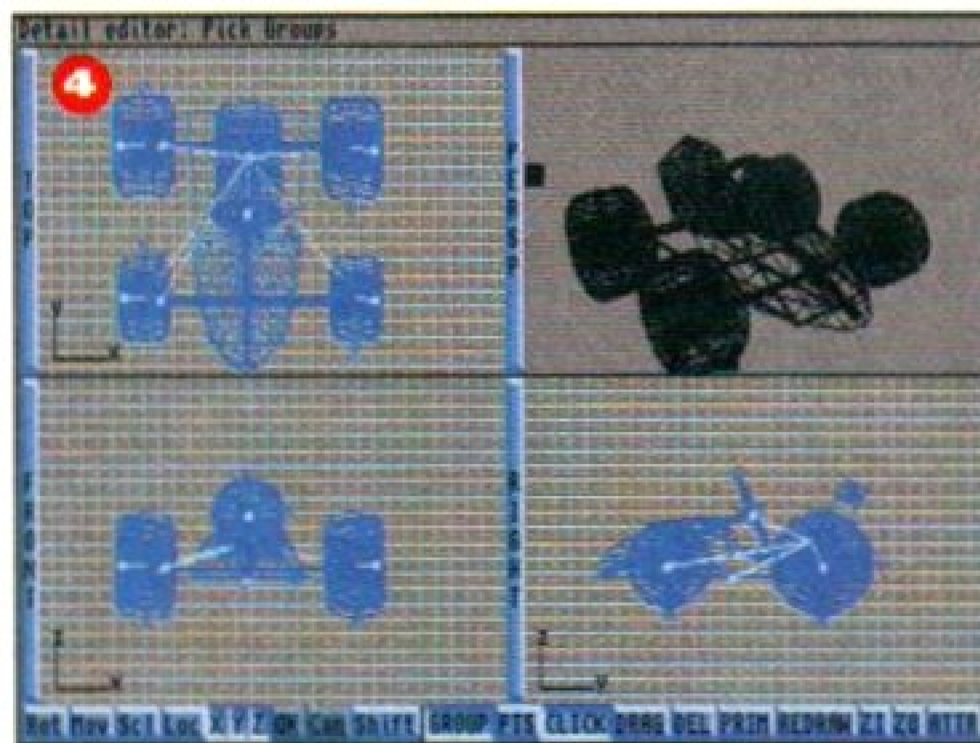
For our chassis we need a long flat shape. Before going any further we have to lie it down flat. Make sure **Group** is selected (as opposed to **PTS**) and select the plane by clicking on it. Then Select **Rot** and **X**. By dragging the mouse in the top left window we can rotate the plane until it is flat, use the number that appears in the top right of the screen to rotate the plane exactly 90 degrees. Then select **OK**.

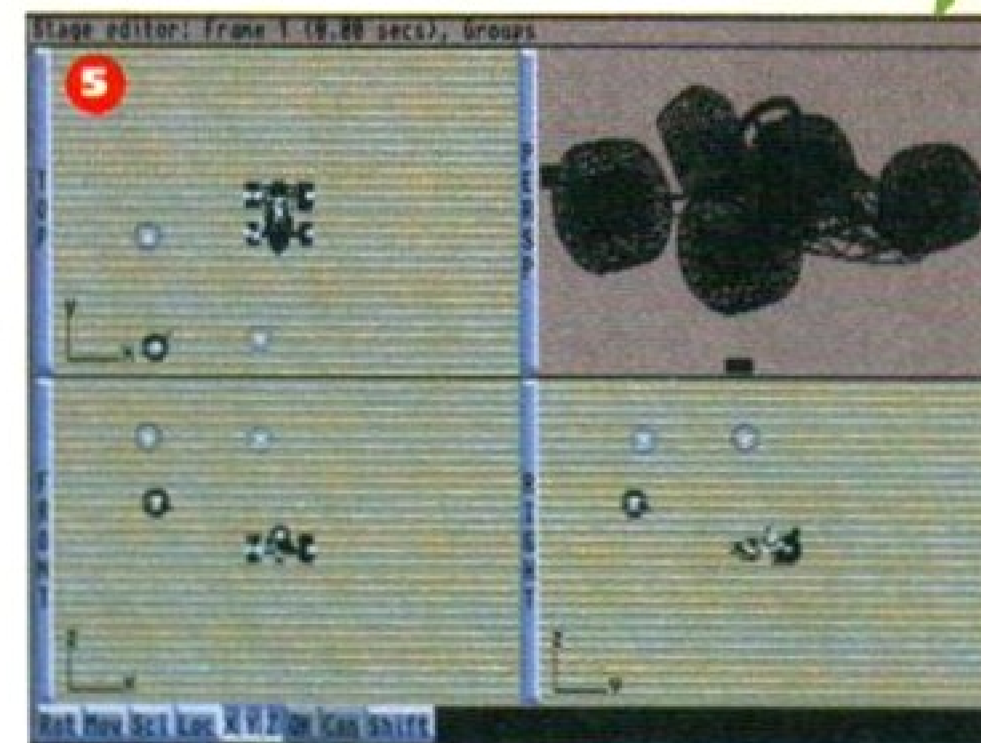
To edit the position of the points, make sure the **Plane** is still selected and select **PTS**, the points making up the plane are then shown. Select a point and then click on **Mov** (or press the **M**



To enter a full screen view click on the sidebar marked Top. An early version of the chassis looks like this.


Was there ever a finer wheel to grace a racing machine than this? Nigel Mansel was unavailable for comment.


The dream machine takes shape. Note how the axis points of the joined objects are linked with lines.


Setting up the lights is a crucial part of the entire operation. Two should be sufficient for this project.

key). You can now change the position of the current point in any window. Once positioned select **OK** (or hit the space bar). With this simple procedure you can change the plane primitive into any shape you require.

By holding down the shift key you can select multiple points to move together. Once you have the chassis looking something like diagram 1 (bottom of page 244). You then need to extrude the plane so it has some depth. Select **Group**, then highlight the plane. Then select **Mold** from the **Object Menu** and use the **Extrude** option.

Type 20 into the length and click on **Perform**. The chassis is now 3D instead of a flat 2D plane. Select **Attr**, and with **Colour** enabled use the sliders to assign a colour to the new object. Making sure the plane is highlighted (with **Group** on) save the chassis using the **Save** option in the **Object** menu. Then click on the **Del** button.

WHEELS

The wheels for our kart are made from another primitive known as the Torus. Using the **Prim** button select **Torus** and then select OK.

We first need to rotate the wheel – select it (as a group) and using **Rot Y**, drag it 90 degrees. The wheel should then be standing upright. We then need to flatten the tyre a little so it can sit flat. To do this, select **PTS** and with **Drag** selected and the **Shift Key** depressed, highlight all the centre points of the tyre by drawing a box around them as in diagram 2 (above). Then select **Scl** (to scale the points) and drag the mouse to shrink them giving the tyre a flat edge, then select **OK**.

To widen our tyre we then select **Group**, and scale the whole object in the X axis only (click on **Y** and **Z** to disable them). Then select **Attr** and give the tyre a black colour.

For the rim, add a tube (another *Imagine* primitive) with the top and bottom closed, rotate it, scale it to fit inside the tyre and give it a silver attribute. You have to move the tyre slightly before creating the tube so the origin of each shape is different, making it easier to select both objects.

Once the rim is fitted in the tyre, group the two together by selecting both objects with the **Shift Key** depressed and selecting **Group** from the **Object** menu. Then save the grouped object.

SEAT

The seat for our kart is made from a plane. Delete the wheel with the **Del** button (making sure you have saved it first!) and create a plane from the **Prim** requester. As with the chassis, you need to rotate the plane 90 degrees in the X axis so the Top view looks down on the flat plane. Then drag the points around to get an oval type shape.

Then, to bend the seat back upwards, select all the points in the top half of the plane as in diagram 3 (below left), using **Drag** and the **Shift Key**. By rotating in the X axis you can rotate the selected points making up the seat back. When they are at the correct angle select **OK** and then use **Move** to bend the points upwards.

We can then extrude the bent plane by selecting **Group**, highlighting the seat and selecting **Extrude** from the **Group/Mold** requester with a value of about 15. Then use the **Conform To Sphere** function in the same requester to make it into a bucket seat, although some experimenting is required here. Don't forget *Imagine* has an Undo option!

FRONT CONE

After saving our seat, delete it and create a sphere using the primitive's defaults. Then selecting the new object, use **PTS** to edit the individual points of the sphere. Then use the **Drag**, and **Shift Key** combination to delete the complete bottom half and back half of the sphere leaving us with just a quarter. Elongate this quarter with **Scale** to get a long rounded cone to put on the front of the kart.

PUTTING IT ALL TOGETHER

OK, we should now have saved a chassis, wheel, seat and front cone and be ready to put them together. Using **Load Object**, load a wheel, move it to the top left of the top view, then load another, move it to the top right and so forth. Then load the seat and cone and chassis positioning them as you go.

After positioning all the parts and rotating and scaling them in relation to each other we need to group them all together. Depressing the **Shift Key**, select the seat, then the other objects that make up the kart. With everything highlighted, selecting **Group** from the objects menu should give you a display similar to diagram 4 (above), in which case you can save the entire group as one object using the **Save Object** option.

RENDERING THE MODEL

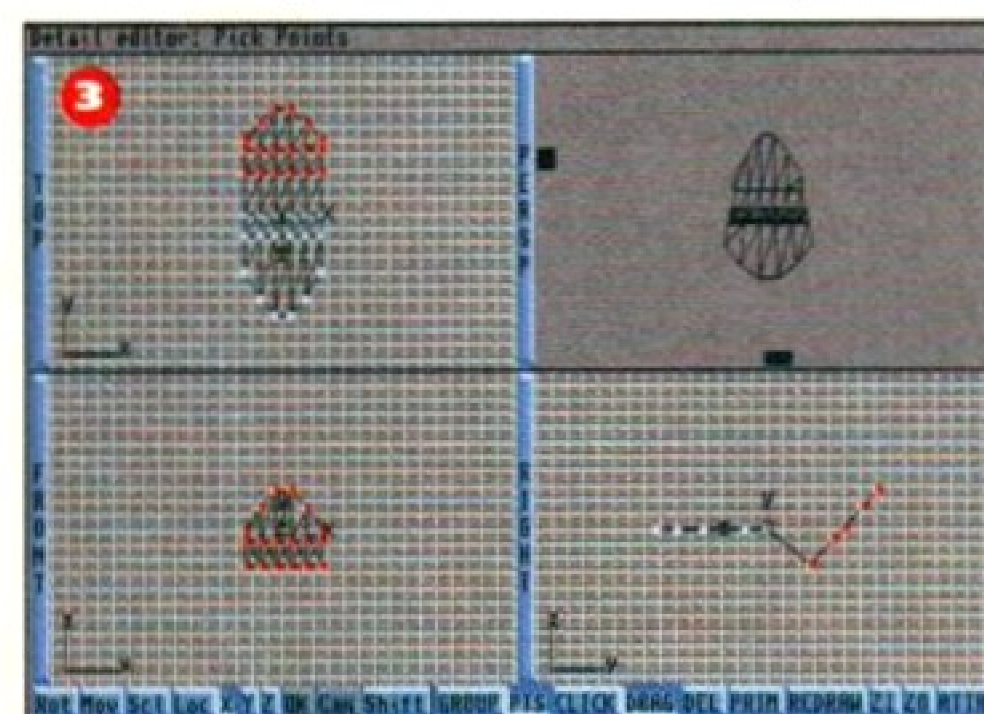
We now need to use the **Stage Editor** to set up the camera and lights for creating a render of the kart similar to the images included in this article. The first thing to do in the **Stage Editor** is put the kart on the scene using the **Load Object** option.

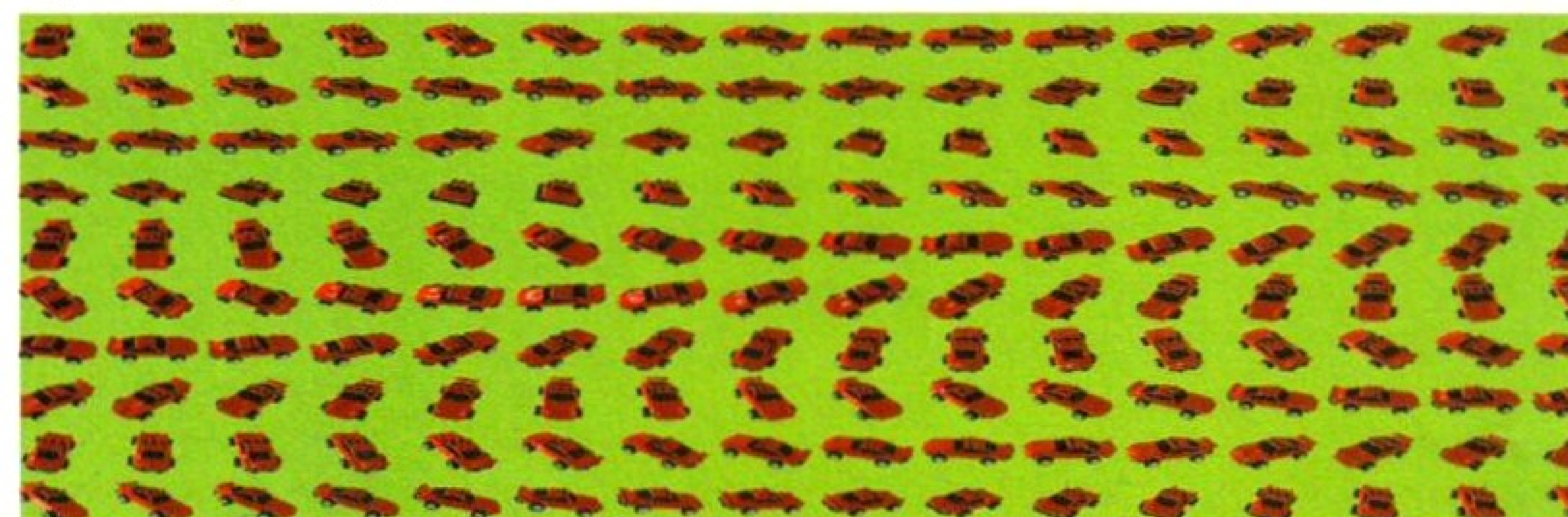
Then zoom out until you find the camera, by clicking on the **Camera Select Camera-Retrack** from the **Object** menu. Then type in the name of the object you wish the camera to point towards. Because *Imagine* seems to use the name of the first object of the group, it is simplest to use the **Find Requester** in the **Pick/Select** menu to find out what in fact *Imagine* has called the kart!

Then add some light sources using **Add\Light Source** in the **Objects** menu and positioning them as though you were still in the Detail Editor. Use Diagram 5 (above) as a reference for positioning the light sources in a suitable area.

The last thing to do is select **CameraView** from the **Display** menu, this will then render the actual view in the **Perspective** window, allowing you to position the camera exactly where you want it.

Then, remembering to **Save Changes**, return to the project menu, select frame 1 and click on **Render.** The results will hopefully have you hooked into the world of 3D rendering, a world that is fast on a collision course with the entertainment world as we know it...


The usefulness of the user defined buttons soon becomes apparent when you reach this stage.


Some 200 frames of the 800 that will be used in the AGA version of *SkidMarks*. *Imagine* drawing 800 frames by hand! The 800 frames have been converted to eight colours and when compressed they take up a mere 350K!



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Letters

It's very easy to get your point of view printed in Amiga Format. Just write it on a piece of paper, wrap it around a nice Christmas pressie and send it to: Letters to the Editor, Amiga Format, 30 Monmouth Street, Bath, Avon BA1 2BW.

A WORD FROM THE ED



Christmas, does it really start earlier every year, or does it just seem that way? I'm sure the Yuletide paraphernalia was on sale before the fireworks this year.

As always, Christmas sees the most frantic period for games sales each year. And this issue of *Amiga Format* sees us with more games reviews than any other issue this year. There are some real corkers too, *Frontier – Elite 2, Skidmarks, Cannon Fodder, Hired Guns, The Settlers, Alien Breed 2*. I can't remember ever seeing so many great games in one issue before. Even back when the Amiga was the hottest news for game players, I don't think there was ever a month this good.

So despite our rather pessimistic feature on piracy this month, Amiga owners have much to be grateful for. Take the world's best home computer offering unrivalled power for the price, plus the finest games to be seen on any platform. Add to this a huge range of outstanding serious applications at prices to make Mac and PC owners' eyes water. And what have you got... the Amiga, that's what.

We've had a great year here at *Amiga Format*, and we hope you have too. There's more to come next year, only better.

But for now it's time to deck the halls, light the candles, trim the tree and have a drink.

Merry Christmas to all of you. And love and peace on ya too!

RECTIFIED

As the bloke who phoned up about the CD^{32} (see a word from the ed, issue 52) I'd just like to set the record straight.

Firstly, Rumbelows were really quite decent by allowing me to buy the machine before its official release date. I walked into the shop to see if they knew when it was going to hit the high street, and they let me walk out with my new toy.

When I realised that the software was missing I seriously considered taking the thing back. But those nice Rumblies promised that they would send on anything that was missing from the pack as soon as it arrived. At this point no-one actually knew if there was to be any software bundled with the CD^{32}.

I called *AF* to find out what you knew, and you very helpfully told me that there should be two games (as then unspecified) and a welcome disk. So back I went to Rumbelows. Imagine my surprise when I discovered they had also phoned Commodore and had been told that the software would follow shortly. This wasn't the case, and I rang Commodore myself (at this point I should apologise to the nice lady I called because Rumbelows gave me the wrong number).

The customer relations geezer wasn't at all surprised, as this was occurring up and down the country. He promised the software would be with me in a few days, and it was. OK, so the episode was a little irritating and frustrating, but Rumbelows and Commodore did all they could to rectify the matter. As to the games that turned up... well, they're not bad but certainly nothing revolutionary. I just hope that more software is made available soon. I'm sure CD^{32} is much better than the MegaCD, but it won't be given the chance to prove itself unless people are tempted to buy it in the first place.

Andy Halliday, Bath

We're glad to hear a happy ending to your story. It's reassuring to know that Commodore are taking the marketing of the CD^{32} seriously, and not leaving customers in the lurch. This first few months is going to be very frustrating for surfers on the first wave of CD^{32} ownership. But by Christmas we believe you will be quite pleased with the range of software on offer for your machine.

WHICH AMIGA?

I have a dilemma and £299 to spend! Should I buy the CD^{32} and add a keyboard, floppy drive and mouse at a later stage. Or do you think I should I buy an A1200 and add the forthcoming CD drive?

Please explain the pros and cons of each approach and advise me what is the best in the long term.

Miles Green, Marlborough

If we could see the future, none of us would be here. I would be skiing in Australia with the money I had won on sporting bets. It's impossible to say what would be the best decision in the long term. But on a purely financial basis, it's a little simpler.

Both base machines cost £300. But to add to the CD^{32} you will need to get an expansion system, a floppy drive, and a keyboard before you have the equivalent of an A1200 plus CD drive. So the expanded CD^{32} would probably be more expensive. Both machines would be pretty equally matched, but it is likely that the CD^{32} would have room for a RAM expansion, whereas the A1200 could only accept a PCMCIA memory expansion, because the CD drive would use up the trapdoor slot.

All in all, it really depends whether you want a grey computer or a white one!

UPGRADE?

I have owned an Amiga 500+ for the past two years and I have a colour printer, external drive and an Action Replay. I am now considering purchasing a hard drive at about £300. The concern I have is that the A500+ is no longer in production and maybe the length of life of my computer is limited.

Stephen Snelson, Blackpool

The A500 is such a popular machine that hardware and software support will continue for the foreseeable future (unless the pirates kill the games industry). So our advice is only to trade up to a newer machine if you really need the extra power that it offers. Your floppy drive and printer would be fine with an A1200, but your Action Replay would be useless. One idea might be to spend the £300 you have

Continued overleaf

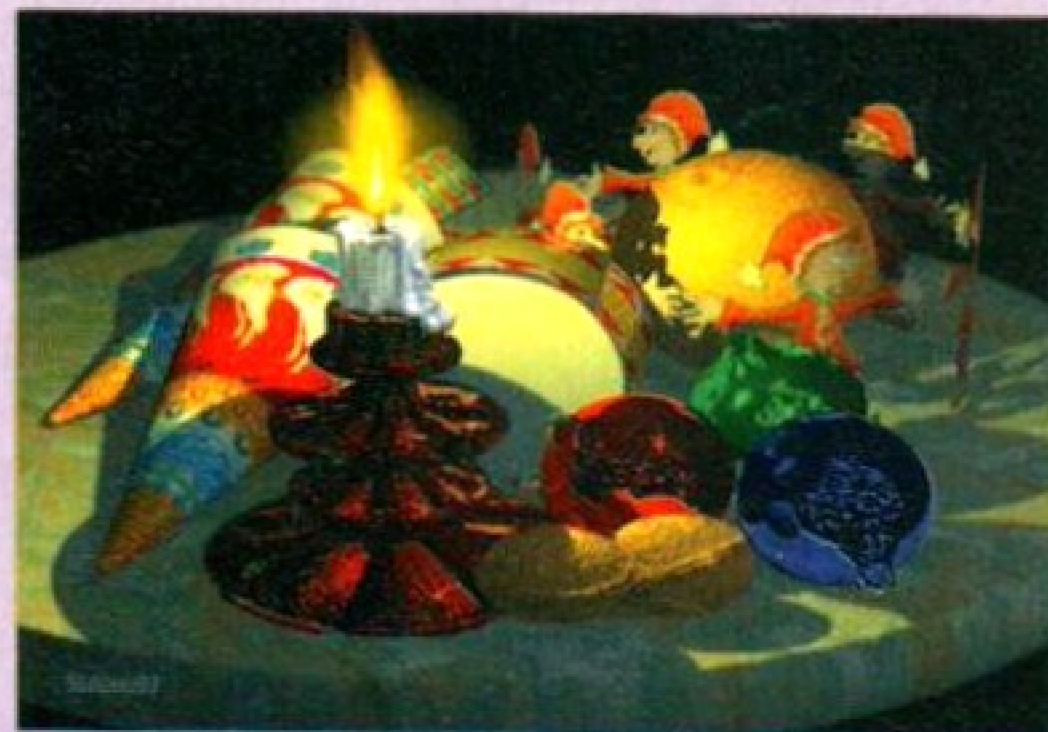
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Merry Xmas by Walid El-Azem, Lanzarote.



SHORT? YES! BUT SWEET?

The Dave Roberts Column. In one word: WHY?

Anon

Because he makes people think! And he provokes a reaction, as you have proved. You don't have to believe every word he writes, we don't. But he has interesting, and informed opinions.

I thought I'd tell you that there is an Amiga on *Rolf's Cartoon Club*. If this gets printed, I'd like an A4000/040.

Chris Sayer

We know that there's an Amiga on Rolf's Cartoon Club. And we'd all like an A4000/40.

A friend of mine says the A1200 and A4000 are 16-bit, but everyone else says that they're 32-bit. Is the Motorola 68020 processor, and therefore the A1200, 32-bit?

A Robinson

Your friend is probably the kind of person who thinks that the Nintendo SNES is 16-bit! All Motorola 680x0 processors above the 68010 are full 32-bit.

Surely I am not the first of your readers to query why the issue date of *Amiga Format* is two months ahead of when it appears in the shops?

Bob Chadwick, Rochdale

You aren't. The answer lies with our printers, who asked us if we could change our 'print slot' because they had exceeded their capacity. We have taken steps to correct the matter by calling this issue the Christmas 1993 issue. Next issue, the Jan '94 issue, will be on sale towards the end of December. Back to normal!

How do you make a *Blitz 2* program autobooting? Please, please, please help me.

Mitchell Mann

The Coverdisk version of* Blitz 2 *does not have the ability to create standalone games (or executables as they are called). The full package can, though.

I would be very interested to know if there is anyone planning an upgrade card to convert the A500/500+ to an A1200. I am sure it would sell very well.

Christopher Rippon, Scunthorpe

There's rumours of a machine coming from America, but we have received very little information so far which makes us a bit sceptical about it. As soon as we find out anymore, AF readers will be the first to know.

If your girlfriend, boyfriend, wife, husband, or pet armadillo interrogates you on the minuteness of their Christmas pressie, just say "I spent all my money on a new computer".

Jez, Tring

We will, we will!

I am an Atari owner, I am a proud Atari owner, and I would never in a thousand years consider owning a Commodore machine...

James R Poole, BFPO 43

Well bog off and write to* ST Format *then!

What is a beta tester? I ask this because I am a great fan of *Skidmarks*. Acid's ad says they need "fast, dangerous drivers". I reckon that I am very fast, I got 9.8 on your demo.

Ian Wilson, Oban

A beta tester is a person who playtests very late pre-production versions of games to ensure there are no bugs in them. Beta versions of programs are virtually complete, and once testing has eliminated all the bugs, this is the version you see at home.

9.8 seconds is a hugely fast time on a Skidmarks track, the best anyone in the office made was 10.0.

Reading issue 53 I was amazed to discover Commodore's chief of engineering is none other than Reginald Perrin.

Andrew Webb, Chelmsford

saved on an A1200, then sell your A500 and save a while more for a hard drive. You can get an 85Mb hard drive for the A1200 for around £170.

GUNS ARE COOL!

I've got an idea that will spark Commodore's boom to success and bring eternal happiness for Amiga owners everywhere. This idea is so great that I'm sure it must have been thought of before. It is so brilliant that there must be something which I've overlooked. Great! I've gone and dampened all that spontaneous excitement with depressing reality. But then computers have developed with reality taking a back seat, so I'll tell you my idea anyway.

Why not create a game with Guns and Roses, Metallica or U2 or some other brilliant band, then slap it on a CD for CD^{32} with a bunch of their best tracks? These guys are so cool they probably wouldn't bother taking a cut from the profits either.

This would be the perfect licence without the cost. And a machine with a namby pamby image will get blown out of the water.

Tim Calnan, Rayleigh

I hate to dampen your enthusiasm even further, but if U2 or G 'n' R (don't know about Metallica, cos we like them) were to be involved in a scheme like you suggest, they would probably want higher licencing fees than Ocean paid for Jurassic Park. *These guys may play at being devil-may-care rock and roll types, but they are money grabbing capitalists underneath their glam exteriors.*

Rock stars have been involved with computer games already. There is a Motörhead game, Utah Saints do the intro for Burning Rubber, *and once FMV and CD become widespread, you can bet there will be a host more. But very little of it will be for free.*

BLITZ GREAT

As a (very) frustrated programmer and upholder of the great Amiga tradition, the *Blitz Basic 2* giveaway on the *AF* 52 Coverdisk was a welcome addition to my software collection.

All too often these days Amiga owners seem content to let others do the work and rely solely on commercially written software. The age of the back bedroom programmer seemed all but dead with the exception of a few demo coders. The only halfway accessible high-level language was *AMOS*, with its lousy reputation for speed and code size.

However, after 20 minutes with *Blitz* it was obvious there was plenty to pump new life into the old skills. It's fast, accessible and easy-to-use. And those great demos, *Zombie Apocalypse* and *Defender* – the best free version of the old classic I have ever seen.

With the ultimate programming tool in place there is no longer any excuse for Amiga owners not to get off their backsides and produce high-quality software for either commercial or PD release. There is a rich vein of talent out there that can be tapped in to, and I for one have every intention of having a go at producing something.

Congratulations to Acid Software for restoring my faith in the world of computer programming, and to *AF* for distributing it to the people who matter most – Amiga users.

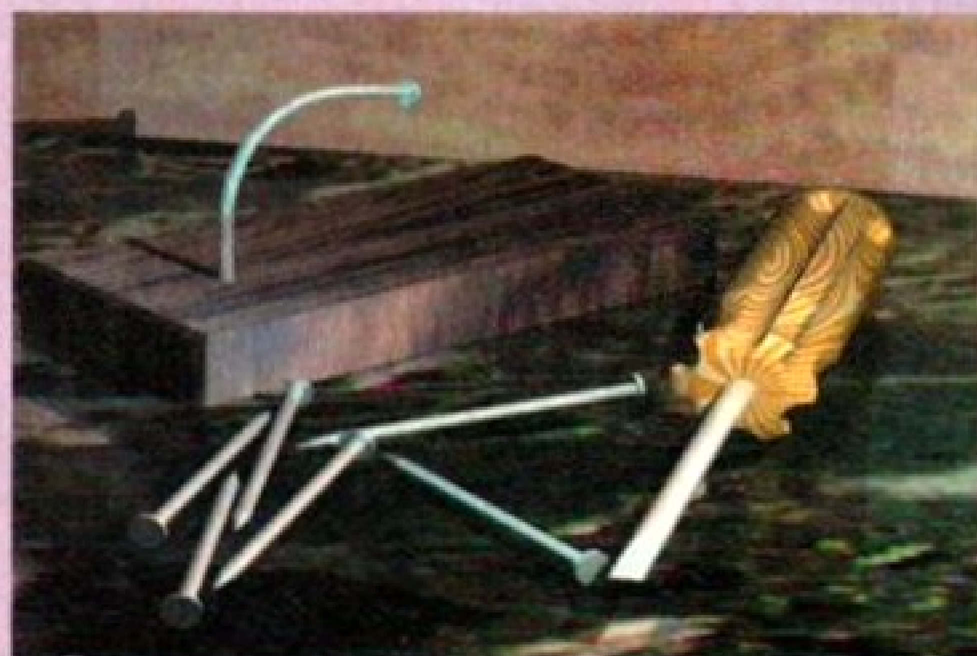
Chris Russell, Hull

Acid Software, and Amiga Format, *agree strongly with what you say, Chris.* Blitz 2 *is the perfect opportunity for Amiga users to show the big software houses that we aren't reliant on overpriced software, and that we can create our own good and cheap software. And as one developer pointed out to me recently, games companies look to Amiga owners for the next wave of games programming talent. We'll look out for your entry in the great* Blitz Basic *Amiga 4000 competition which we ran in* AF *52.*

INDY ADVENTURES

I enjoyed the 'Spirit of Independents' feature (issue 52) very much. I believe that the prospect of being able to buy excellent games such as *Skidmarks* and *Stardust* for only £19.99 is very exciting, and very good news for the Amiga. This is especially great considering that console owners have to pay up to £65 for extremely average games.

However, after reading your article, I was very surprised to open my issue 52 to see *F17*, one of this new



DIY by Andrew Weller of High Barnet



Aladdin by Steven Browne of Camberley.



Red Baron by Peter Galea-Naudi of Hove

breed of cheaper games, being reviewed in the 'Cheap and Cheerful' section. Surely after all that was said in the 'Independents' article, this type of game is going to become more common and therefore should be reviewed alongside all the other major releases of the month. Otherwise many people will see this game as just another budget release and not give it the credit it surely deserves.

Graeme Pond, Angus

Take a look through this issue for the 'Cheap and Cheerful' section. It's gone!

What you say is absolutely correct, and we are now reviewing newly released games according to the quality of the game, not the price. We will still retain the 'budget' games section, but we will only cover re-release and compilation games in it. We do want to encourage companies like Team 17 and Vision to release quality games at a lower price.

PC OR NOT PC

I own two machines, a PC 386 and a newly bought A1200 which I am delighted with. Something which greatly angers me is the way the Amiga is badmouthed, laughed at and written off as a games machine in PC magazines, namely *PC Format*.

I cannot stand the way these high and mighty PC owners behave towards the Amiga. I think the Amiga is every bit as capable as the PC (if not more). Give the Amiga a chance, it is a flexible, entertaining and practical machine.

Anthony Heverin, Londonderry

You know what they say? Sticks and stones may break my bones but names will never hurt me. Why not let the PC owners have their say – we all know they are talking tosh.

We assume the problem with the boys (and girls) over at PC Format *magazine is that they feel a bit inferior. After all, with an installed user base of well over 10,000,000 machines, they only manage to sell 73,000,000 of their rhetoric ridden rag. While with a mere 1,500,000 Amigas in the UK, we sell more than twice as many magazines as they do. It's no surprise that they are reduced to calling names and poking fun at the Amiga.*

But let's see what PC Format*'s own Ed Rickets says when it comes to the PC:*

"A 486 is definitely recommended. A 25MHz machine is able to run most current games comfortably, and it can always be upgraded later to improve the more demanding titles. If you're thinking about buying a PC for games, it's not wise to plump for a cheaper 386 simply to save money – you'll regret it in the long run."

We at Amiga Format, *however, would recommend the nice and cheap A1200 to all games players.*

STUART IS BACK!

I would just like to congratulate Daze Marketing on their recent move to price their games, albeit temporarily, at £2.99. I purchased *Storm Master* from them and the service was prompt and efficient.

With the price of software being so high, I commend Daze who have taken the initiative and restructured their pricing accordingly. Other companies worthy of high praise are Team 17 and Software Business for releasing their latest new product, namely *F17 Challenge* and *Gearworks*, at under £20.

If these companies do well (and I hope they do) (*so do we – Ed*) then others may follow their example.

Stuart N Hardy, Sheffield

Welcome back Stuart!

For the benefit of our newer readers, Stuart is one of the computer industry's most prolific letter writers. There cannot be a single magazine editor in the UK who doesn't recognise his handwriting before they even get to his signature. Stuart lost favour with many editors some time ago for his persistent haranguing, and because his letters were largely ill-considered tosh. But just recently we have received two extremely sensible, well reasoned and mature letters from Stuart, so the unofficial ban on his letters on these pages is now removed. Welcome to the grown-up world, Stuart.

I am sure most of you will have read our piracy feature by now, and will be aware of how difficult it is for a games software company to reduce prices and still make a profit. There are companies who are taking this route though, and we

Continued overleaf



The Gallery Sponsored by MPX Graphics

Water Pots by D J Hilditch of Chestnut Grove School.

THE MAN AT THE TOP

This month Commodore UK's general manager David Pleasance tells you what he thinks have been the best things for the Amiga in 1993 and what he would like to happen in the year ahead...





The best times for the Amiga in 1993

This is my opportunity to reveal all my secrets about what I have liked and disliked during 1993, and to give my 'wish list', so to speak, for 1994.

First of all, I have to say how excellent Chris Evans was whilst hosting the launch of Amiga CD32 at the Science Museum on 16 July. This special day was enhanced by his professionalism and zany humour.

Another highlight of the year was the Live '93 show at Olympia, where we had a huge stand featuring Amiga CD32 for the first time in public. The show had an incredible 142,000 visitors and was, undoubtedly, the best exhibition that Commodore has ever participated in. A big thank you to Bob Denton who organised the event.

And the worst...

On the negative side I was very disappointed at the number of CD32 titles which were promised for September, but were delayed, some of them have still not been launched. We all know that software drives hardware and this shortage has caused us a few problems.

As far as 1994 is concerned, I would like to see lots of super fully interactive games published, using full motion video clips and really using the true capabilities of Amiga CD32.

I believe the software publishers and developers will benefit immensely from the success of the CD platform and as their fortunes rise they can and will invest in the kind of products I have just described.

I believe it's time for our industry to unite, stand up and be counted. The video games market is estimated to have reached £700 million by Christmas and we should be proud of our achievements over such a few years. Perhaps the formation of an industry body, for hardware and peripheral manufacturers would lead to better communication with the media, and this marketplace and its products would be seen in an even better light.

My favourite releases

My favourite game so far this year is *Alien Breed 2* and I am really looking forward the release of *Microcosm* in December and *Rise of The Robots* in January. Both of these Amiga CD32 titles are great examples of innovative software development.

How to contact AMIGA FORMAT

The best way to get an answer from Amiga Format is to make sure you're addressing your letter to the right person (or indeed, department) in the first place...

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Work BENCH

If you have any problems with the technical side of your Amiga, with hardware or with serious software, Nick Veitch will try to answer you in the mag. Or, if you have any advice for others or any handy tips to share, send them in and you could win a prize.
WORKBENCH, *AMIGA FORMAT*, 30 MONMOUTH STREET, BATH BA1 2BW.

Game BUSTERS

If you've just found the cheat mode, mapped out the levels, or found all the passwords for the latest game, send the info to Rob Mead and you could win a prize. Or, if you're stuck, ask Helping Hand for advice – or solve someone else's problem and win a prize!
ROB MEAD, GAMEBUSTERS, *AMIGA FORMAT*,
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Readers' LETTERS

The Letters pages are there for you to air your views and share your opinions; please remember not to ask questions that should be in Workbench! Marcus is looking for thought-provoking or entertaining letters, the shorter the better. Prizes are given for the best.
LETTERS TO THE EDITOR, *AMIGA FORMAT*,
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WHATEVER COMPETITION, *AMIGA FORMAT*,
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implore all our readers to give these companies support by buying their games. It's in all our interests.

MOULDY DISK!

I was quite astonished when my latest *Amiga Format* landed on the doormat. I'm quite certain 99.9 per cent of readers were intrigued too. The surprise, of course, was that strange green, translucent disk. I liked it!

It's a darn sight more interesting than a boring blue, and incredibly easy to find in the disk box. Is this a new trend? An attempt to get *AF* noticed more? I certainly hope so. Can we have an orange one next month please?

Paul Grant, Liverpool

We're always looking out for little things (and big ones) to keep AF *interesting, so when we saw the transparent disks we jumped at the opportunity. But we have to order them specially and have them custom made for us. Therefore they cost more than conventional disks, and considering we put around half a million disks on this issue, a difference of just one penny per disk costs us £5,000 (and they cost more than one penny more than the usual opaque disks). So we are giving them to you as a kind of Christmas present. Enjoy the Christmassy red and green ones with this issue!*

CONSOLE CONVERT

PRIZE

For three years I have been happy to amuse myself with gaming on consoles – from my first 8-bit to my current SNES (*hate to mention it, but the SNES has an 8-bit processor and some 16-bit custom chips – Ed*). I would never have considered a home computer. To be honest, the thought of tackling one after using the simple 'plug in, turn on, play game' really frightened me to death.

Then, for no apparent reason, I bought your *Beginners Guide*. I was pleasantly surprised that there was a magazine which I could actually follow. I then continued to buy *Amiga Format*, and while some of it was alien to me, it was still written in a way that was straightforward enough for me to grasp. My new interest was growing rapidly.

So imagine my surprise when my girlfriend duly presented me with a spanking new A1200 for my birthday! Since then I have dedicated all my spare time to learning the basics and trying to come to terms with the vast range of possibilities and applications available for my machine. I'm afraid I'm obsessed.

Seriously though, the sense of achievement you get from performing even minor tasks is easily as satisfying as any game I've played.

The next big bonus is the vast amount of games, the variety and the price. I don't have a problem paying £25 for what, in many cases, are superior games to those on consoles which cost twice the price.

I understand that a growing number of console owners are graduating to the Amiga. It's no surprise when you consider how often the phrase 'an old Amiga game' crops up in SNES/Mega Drive game reviews.

I haven't bought one new SNES game since I got my A1200 – I'd rather buy two for my Amiga. Or a programming package, or a music program, and so on, and so on.

Dean Penn, Birmingham

Welcome to any and all new Amiga owners. We'll be attempting to make your emergence into the Amiga community as painless as possible. The next issue will be packed with hints, tips and advice aimed at all newer Amiga owners (there will be plenty to learn for more experienced users too). We will also have the first instalment in a continuing series of tutorials designed to help you get more from the Amiga operating system, using both the Workbench and the Shell.

Plus there will be an introduction to all the Amiga's different areas of use, explaining the most important concepts and terms. If you want to get more out of your Amiga, get January's Amiga Format *– in the shops on 23 December.*

FRED NEWCOMER

I am a newcomer to the world of Amigas and computing. I bought and tried all the Amiga mags until settling on yours as the best (no B S) (*we believe you – Ed*). But I really get stumped when it comes to the technical stuff. Couldn't we computer dunces (I can't be the only one) have a section explaining all the terms in easy-to-read English.

K Bowden, Callington

Next issue will be packed to bursting with hints, tips... Woah! Spooky Deja Vu!
Merry Christmas all.

NOT ONE WINNER... BUT TWENTY!

These are the lucky winners of a week-end's outdoor pursuits from our Empire Software *Campaign* compo:
Steven Dacre, Wolverhampton; Richard Walker, Dudley; D Witts, South Cerney; James Heneghan, Billericay; R Jephcote, Carnforth; Stuart Farmer, Farnham; G Bowick, Keyworth; Edward Belts, Sheffield; C Baxter, Bedworth; R Westerman, Settle.

Finders of the secret message in our *Second Samurai* Coverdisk demo are:
Benjamin Hawkins, High Wycombe; Marc Heyhoe, Gosport;Martin Stone, Littlehampton; Paul Brown, Strood; Kevin Bree Daventry; Gary Gilmurray, Litherland;David Wrigh, Crouch End; Spiros Konstantis, Stratford; Christopher Dawson, Cannock; Kevin Wort, Didcot.

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CHRISTMAS 1993

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COLOUR SCANNING & IMAGESETTING
Jon Moore, Simon Windsor, Chris Stocker, and Mark Gover
COLOUR ORIGINATORS Phoenix Repro
PRINTED IN THE UK BY St Ives PLC
NEWSTRADE DISTRIBUTION, UK
Future Publishing, 0225 442244
NEWSTRADE DISTRIBUTION, OVERSEAS MMC Ltd 0483 211222

AMIGA FORMAT
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NEXT MONTH

DON'T PANIC!



More than 5,000 A1200s are being sold each and every week, promising the Amiga industry plenty of new users and a strong, growing market.

AT THE TIME of writing (8 November), Commodore were shifting well over 5,000 A1200s a week in the UK, and as December 25th gets closer, that number will increase significantly. That's a whole lot of new users and upgraders.

So next month we'll be angling the issue in their direction. There will be useful fact-packed introductions to the major areas of Amiga usage, explaining the basic principles of exploits such as graphics, music and programming. We'll be suggesting the software and hardware you will need to get more from your Amiga, and explaining the meaning of the jargon used.

There will also be the first instalment of our Understanding Workbench series, designed to help all Amiga users get more out of their machine. And there will be more *Blitz 2* and *Imagine* tutorials to help you get the most out of our recent Coverdisk packages.

If you're already an Amiga owner, don't worry – there will be oodles of info to benefit experienced users too.

A VERY GOOD YEAR

1993 is drawing to a close, and the next issue of *Amiga Format* will be out just before the dawning of 1994. We've had a good year here, and we hope all our readers have too. But next year will be even better…

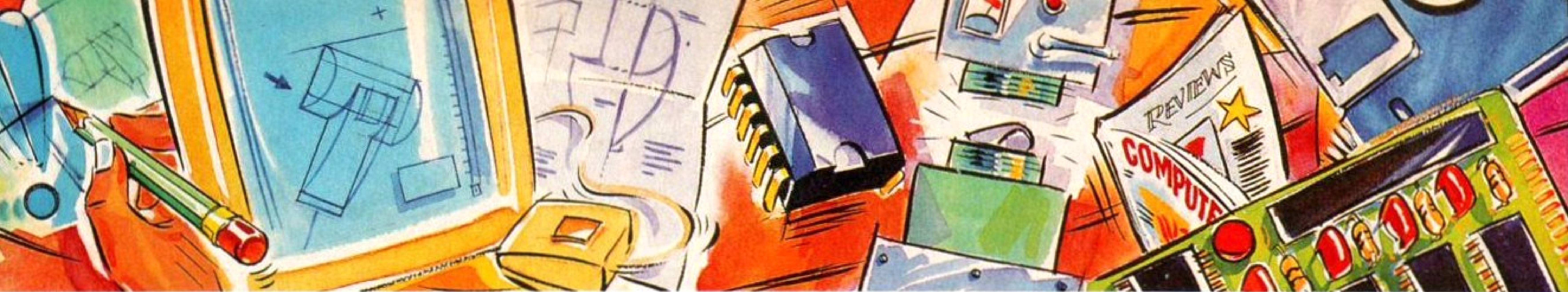
We'll be bringing you all the good things you've come to know and love *Amiga Format* for, only they'll be much better and there will be much more of them. Of course you can expect to see issues packed with the latest news and the greatest reviews. And you know that when we review a product, we wait for it to be finished first, so that you get the best advice on how to spend your cash. Did you know that for four years running in *CTW*, the computer industry's newspaper, *Amiga Format* has been voted the magazine most read by retailers before they decide what to stock in their shops? If the store owners listen to what we say, surely you should too!

Amiga Format is the magazine Commodore have chosen to include with all new A1200s. If there are any new readers out there who've bought *AF* after receiving their free special edition, we welcome you.

We'll be continuing to bring you the greatest Coverdisks. Only a magazine with the number of readers *Amiga Format* has can boast the power to tie up the best software to pass on to its readers. We've had some great programs on the disks recently, but we have some extra special ones lined up for next year. And of course, we'll continue to give you hints, tips and advice to help you get the most out of the best home computer in the world. And when you get stuck (everybody does, now and then) we'll be here to answer your questions, whether they relate to games or serious stuff.

We'd like to thank all our readers for sticking with us through the past years, and say: Stick with the Amiga, and stick with *Amiga Format* – there are exciting times ahead. Y'all gave a good Christmas, and we'll see you in '94!

ISSUE 55 JANUARY!
WAITING FOR YOU AT YOUR NEWSAGENT FROM 23 DECEMBER



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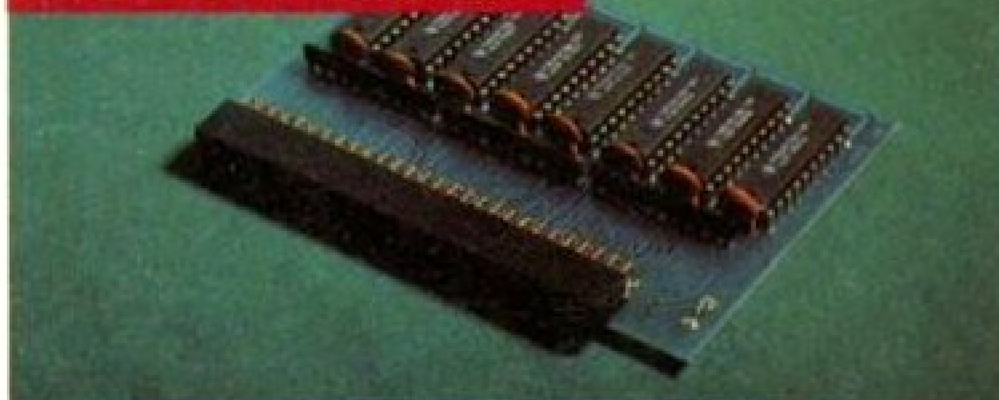
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4 Chip 512K RAM expansion with or without battery backed clock. Free software included. (A500+ compatible)

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Expand your Amiga from 2MB to 8MB of RAM. Plugs into side slot, full auto config. and full through port.

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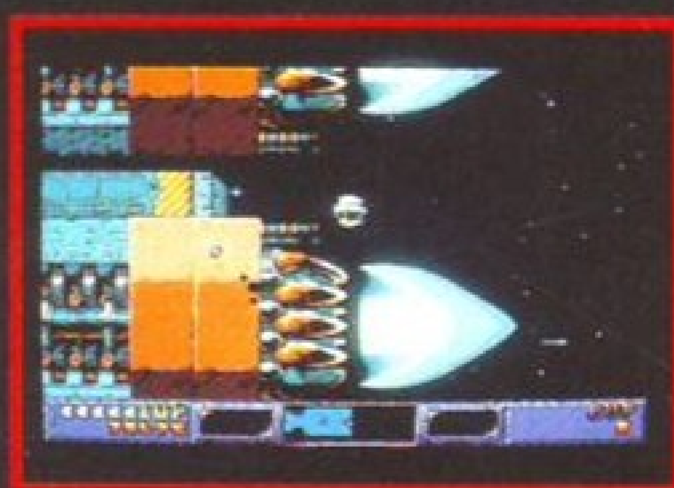
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